

FREE DISC!

THE ONLY MAGAZINE WITH PLAYABLE DEMOS!



PlayStation[®] 2

OFFICIAL MAGAZINE-AUSTRALIA



FREE GT4 BOOK!

FOOTY FEVER!

RUGBY LEAGUE 2 World's first look!

AFL 2006 Everything you've asked for!

RUGBY 2005 The official review!

FIRST REVIEW!

SPLINTER CELL 3

So good it looks like a PS3 game!



PLAYBOY

Strip-searched! So sexy, it hurts!

TEKKEN 5

Makes the rest look like tickle fights!



Ask newsagent if your free demo disc isn't here!

DESTROY ALL HUMANS!

Part GTA, part Mars Attacks!
All awesome! Aussie exclusive!



DEVIL MAY CRY 3

Faster, tougher and nastier!
So good you'd do a deal
with the Devil for it!



REVIEW EXPLOSION!
267
GAMES RATED!

ISSUE 39 APRIL 2005
AUS \$14.95 NZ \$16.95 (INC. GST)

DERWENT HOWARD



39

PRINT POST APPROVED PP: 255003/056871

[illegible]

RUGBY

THE EA SPORTS WAY.

Using the very best of EA SPORTS™ technology, Rugby has been completely re-invented for 2005 to look and play like the Rugby game you have always dreamed about.

- ⦿ Leave the opposition cold with fluid sidesteps and dummy passes.
- ⦿ Defend your line with huge hits or desperate covering tackles.
- ⦿ Compete in all the major tournaments:
 - Super 12 • Tri Nations • RBS 6 Nations • British Lions Tour
- ⦿ Play in authentic stadiums from around the world.
- ⦿ Learning the basics of EA SPORTS™ Rugby has never been easier with interactive tutorials and training movies.



www.eaplay.com



PlayStation 2

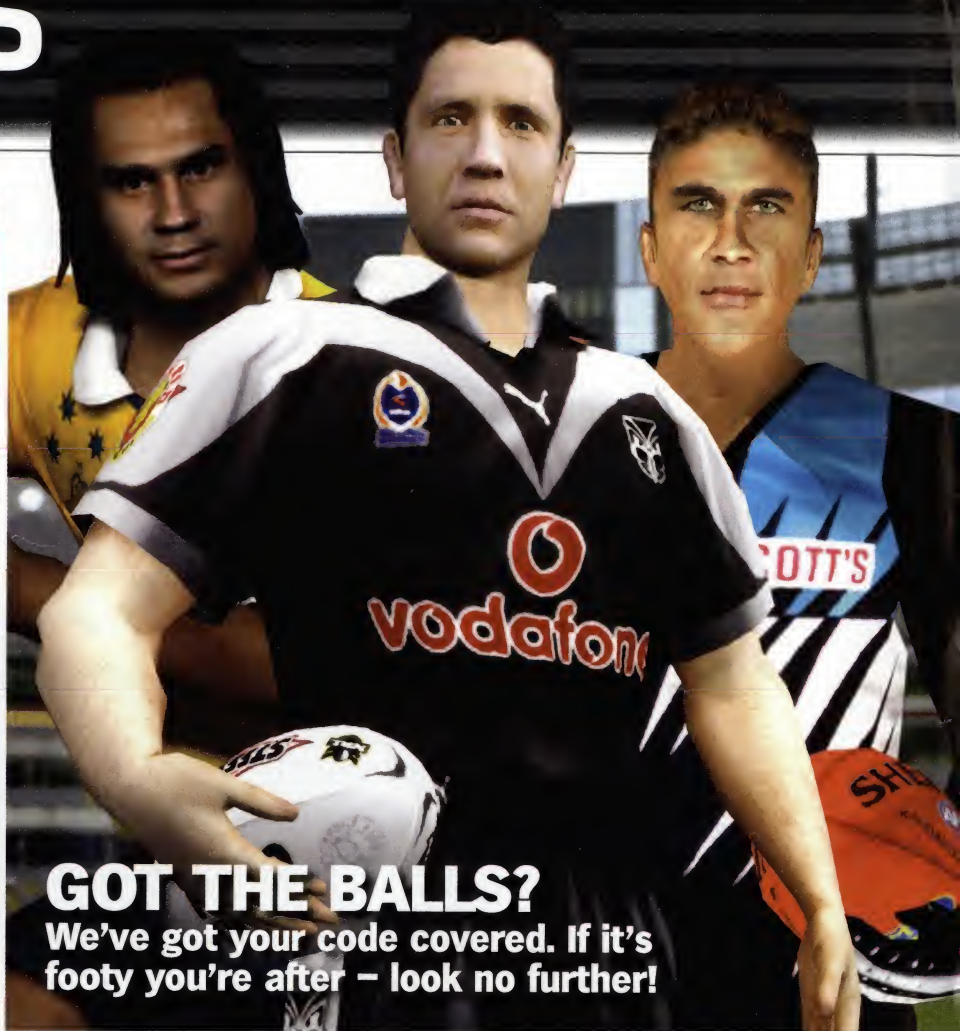


THE BEST RUGBY GAME YET.

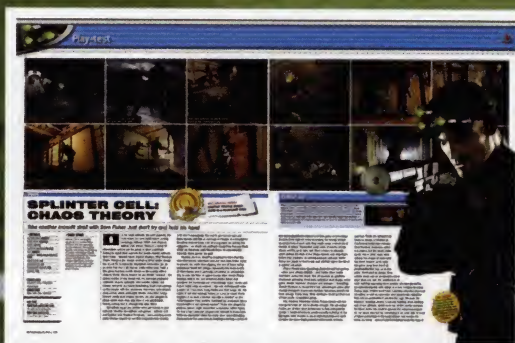
Official PlayStation 2 Magazine.



Contents



44 The first word on Rugby League 2 and AFL 2006



60 Sam's latest stealth 'em up under the microscope



26 More than just fisticuffs! Enter the Tekken!



50 Move over Alf, there's a new illegal alien in town!



64 Dante whips it out for another slash!



30 So much ass. Like, boy-band ass. Shwing!

IT TAKES A THIEF TO CATCH A THIEF

STOLEN

CRIME NEVER FELT SO GOOD.

**SNATCH YOURSELF A
BONUS CONTROLLER***

when you purchase **STOLEN**
on Xbox or PS2 at

GAME RUSH



Feel the thrill of being a modern thief,
battle with high-tech weapons and gadgets in a
massive and ultra-realistic world.

**COMING
APRIL**

PlayStation.2



TM & © 2004 - 2005 Hip Interactive Inc. All Rights Reserved. Stolen © Hip Interactive Europe. All rights reserved. Hip Games and the Hip Games logo are trademarks of Hip Interactive in the U.S. and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, (R). Microsoft, Xbox, and the Xbox logos are either registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. All other properties are trademarks of their respective owners.

*Limited quantities - offer subject to availability. Bonus PS2 controller with purchase of Stolen on PS2. Bonus Xbox controller with purchase of Stolen on Xbox.



PREVIEWS

- 26 TEKKEN 5**
Punch on!
- 28 MIDNIGHT CLUB 3: DUB EDITION**
Get your pimp on!
- 30 PLAYBOY: THE MANSION**
So hot - want to touch the heiny!
- 32 THE GODFATHER**
Keeping it in the family
- 33 187**
Burnout with bullets?
- 34 HAUNTING GROUND**
Boo!
- 36 FAHRENHEIT**
Feeling the heat?
- 38 RAINBOW SIX 4: LOCKDOWN**
Somewhere over the rainbow...
- 40 TENCHU: FATAL SHADOWS/ BLOODRAYNE 2**
- 41 BATMAN BEGINS/LEGO STAR WARS**

REVIEWS

- 56 RUGBY 2005**
Well and truly tackled!
- 60 SPLINTER CELL: CHAOS THEORY**
Sam slinks out onto the shelves...
- 64 DEVIL MAY CRY 3: DANTE'S AWAKENING**
Third time's a charm!
- 68 BROTHERS IN ARMS: ROAD TO HILL 30**
"I don't know but I've been told..."
- 70 CHAMPIONS: RETURN TO ARMS**
Back in Norrath!
- 72 EYETOY: ANTIGRAV**
EyeToy goes *Back to the Future*
- 73 COLD FEAR**
It's a little chilly - dress accordingly
- 74 EYETOY: MONKEY MANIA**
Monkey Magic!
- 75 SHADOW HEARTS: COVENANT**
Out of the shadows

FEATURES

- 44 GAME ON**
Footy season is here and we've got an exclusive look at *Rugby League 2* - sequel to Australia's most successful sports game - and *AFL 2006*, saved from Acclaim's oblivion.
- 48 BEST CAPTIONS**
Have a laugh on us! Hey, we said on us - not at us!
- 50 DESTROY ALL HUMANS!**
Take a look and see why this little beauty could be the best thing to come out of this country since Vegemite!

REGULARS

- 08 EDITOR'S LETTER**
- 10 ON THE DVD**
- 14 LOADING...**
- 20 CHARTS**
- 22 FEEDBACK**
- 78 DVD REVIEWS**
- 79 TECHNOPHILE**
- 80 SUBSCRIPTIONS**
- 82 RE-BOOT**
- 88 RE-PLAY**
- 92 CHEATS**
- 94 GAMESTATION**
- 98 NEXT ISSUE**



28

32

56

88



MIDNIGHT CLUB 3



THE GODFATHER



RUGBY 2005



BROTHERS IN ARMS

The apprenticeship that will take you places.

APPRENTICESHIP SPECIFICATIONS

NATIONAL QUALIFICATIONS

GUARANTEED JOB

GREAT PAY

UNMATCHED BENEFITS

NO PRIOR EXPERIENCE

PROMOTION OPPORTUNITIES

TEAM ENVIRONMENT

The entire unit can be quickly deployed to areas of
extreme temperature
due to its robust construction.



The Parakeet features automatic satellite tracking capability.

Based on the Land Rover Defender, the Parakeet is an extremely mobile, modern electronic office communications suite which offers a range of features.

GUARANTEE

You'll receive nationally accredited qualifications and the guarantee of a job at the completion of your training.

You could earn up to
\$43,000 p.a. after 2 years.

Working in a team is a big part of Army life, particularly whilst on deployment in foreign countries.



ARMY TRADES

Aircraft Technician	*Fitter Armament
Avionics Technician	*Plumber
Aircraft Life Support Fitter	*Technician Electronic Systems
Aircraft Structural Fitter	Technician Telecommunications Systems
*Carpenter	*Vehicle Mechanic
*Electrical Technician	
*Electrician	<small>*Qualified applicants may apply.</small>

Nowhere else will you find the experience and job security that you'll enjoy in the Army.

Communications are vital to ensure Army commanders have the means to control information using radio, microwave and satellite links. In addition, high technology computer switched digital networks are rapidly becoming a reality. As a Telco in the Army it'll be your job to install, configure, maintain and just as importantly diagnose faults within the Army's telecommunications and information systems network. The job's diverse and interesting but above all you'll be receiving some of the best apprenticeship training. Training that's very much sought after in the civilian world.

\$ You'll be paid a great wage while you train with a guaranteed job when you finish. You'll start on \$23,000p.a. and after 2 years you can earn up to \$43,000p.a. and even more as your career progresses.

H You'll enjoy all sorts of benefits like free medical and dental, subsidised meals and accommodation.

ARMY
TRADE APPRENTICESHIPS

Call 13 19 01 or visit www.defencejobs.gov.au

PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA

PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA

EDITORIAL

EDITOR :: Narayan Pattison
ASSOCIATE EDITOR :: Michael Butler
STAFF WRITER :: Luke Reilly
TIPS EDITOR :: James Ellis
CONTRIBUTORS :: Tristan Ogilvie :: Anthony O'Connor :: Nick O'Shea :: Paul Frew :: Kris Ashton :: Michelle Starr :: Matthew Sainsbury

ART DIRECTOR :: Phillip Jorge
PHOTOGRAPHY :: Phillip Jorge
ILLUSTRATIONS :: Matti Puckridge

WANT TO SUBSCRIBE? :: 1800 007 820
www.derwenthoward.com.au/subs

WANT TO ADVERTISE? :: (02) 9386 4666
ADVERTISING MANAGER :: Sam Rochaix
sam@derwenthoward.com.au
MARKETING MANAGER :: Georgina Sanders
georgina@derwenthoward.com.au

MANAGEMENT

DIRECTOR :: Jim Flynn, Nathan Berkley
ADVERTISING DIRECTOR :: Nick Cutler
PRODUCTION MANAGER :: Sue Wall
CIRCULATION MANAGER :: Karen Day
CREATIVE DIRECTOR :: Simon Wan
FINANCE DIRECTOR :: Gary Peroy
FINANCIAL CONTROLLER :: Wayne Box
MANAGEMENT ACCOUNTANT :: Jaclyn Dowdell
STRATEGIC COUNSEL :: Scott Marinchek

Distributed by Gordon & Gotch in Australia
and IMD in New Zealand. Printed by Webstar.

abc Our monthly sales figure is **29,549**
January - June 2004

Software piracy should not be condoned. To report
suspicious activity please e-mail piracy@scee.net or
alternatively, dial (02) 8266 5111.

For PlayStation 2 technical support and registration
queries, please call 1300 365 911
Distributed throughout Australia by Gordon and Gotch.
Printed in Australia by Webstar. Distributed throughout
New Zealand by IMD.

The PS® logo and 'PlayStation' are trademarks of
Sony Computer Entertainment Inc. (c) Copyright 2001
All rights reserved.

Official PlayStation 2 Magazine accepts no responsibility
for loss or damage of unsolicited contributions.

PUBLISHED BY:

Derwent Howard Pty Ltd (not Derwent
Howard Publishing)
P.O. Box 1037
Bondi Junction NSW 1355
Tel :: (02) 9386 4666
Fax :: (02) 9386 4288
Email :: OPS2@derwenthoward.com.au
SHOUT OUTS :: David Rhobles :: Jamie
"Rugby" McKinlay :: Adrian Christie :: The
Cover of the Month Judges :: Jordan & Cayla
Binas :: Nicole Mackie :: Erin Pattison



You can't stop the Aussies this month

EDITOR'S LETTER

Aussies are doing it for themselves! For years we've been either putting up with half-baked footy games or we've been playing Madden and wishing it was rugby. 2005 is the year when we can finally put all these pretenders to rest. Rugby League 2, AFL 2006 and Rugby 2005 not only look like a million bucks but all three of them have also benefited from expert local supervision to ensure every detail is right. Every kick, pass and tackle has been digitised to perform just like the real thing. The only thing you won't get is bruised. Turn to page 44 and tackle our exclusive feature.

You can't stop the Aussies this month. After our footy feature we flew up to Brisbane to get the scoop on Pandemic's bizarre *Destroy All Humans!* It may be about as far removed from footy as you can get but this game is another shining example of the world-class development Australia is consistently producing. *Destroy All Humans!* takes the freedom of GTA and mixes it with the limitless entertainment value of aliens. One of the early missions gives you the objective of capturing a cheerleader and bringing her back to your UFO for an anal probe. I hadn't even gotten past the loading screen and I was already laughing my arse off. Unless Pandemic changes its mind a month before releases and turns *Destroy All Humans!* into a real-time strategy kart racing game, I can't see any way that this isn't going to be one of the most entertaining games ever made!

Beam me up!

NARAYAN PATTISON

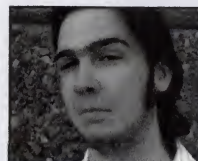
Editor

WHAT HAVE WE BEEN UP TO?



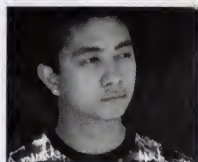
MICHAEL BUTLER

In between moving offices and enduring the ritual 'new team member' hazing (thanks guys), I've been playing more *GTA: San Andreas* (not so much a game as a lifestyle).



LUKE REILLY

I put on a few kilos after weeks of ploughing through *GT4* and it's starting to have adverse effects on my mojo. I've noticed the less fit I get, the less 'fit' I get, if you know what I mean.



PHILIP JORGE

Not much really... Just been catchin' on sleep and having weird dreams after playing *Vampire Chronicles*. Oh, and getting this mag out on time... It's more work than you'd think!



TRISTAN OGILVIE

I've taken up tennis. Well... I've been saying that's how I ended up with my 'tennis elbow'. It's had nothing to do with my in-depth 'playtesting' of *Rumble Roses*. No, sir.



MICHELLE STARR

My office kissing booth was doing a roaring trade until Tristan started price-matching me and offering package deals and payment plans. I just couldn't compete.



JAMES ELLIS

I haven't been up to anything out of the ordinary. Just my usual Playboy lifestyle... except without the money. Or the fast cars. Or the women. One out of four isn't bad, I guess.



SUBSCRIBE!

1800 007 820

AND GET OPS2 AND FREE DEMO
DISCS DELIVERED TO YOUR DOOR
EVERY SINGLE MONTH. THIS IS
OUR CHEAPEST DEAL YET!

SAVE
44%
OFF THE COVER
PRICE!

With an Official PlayStation 2 Magazine subscription you can get 12 issues delivered directly to your door for just \$8.95* each. That's a MASSIVE saving of 44% off the regular cover price!
Turn to page 80 for all the details...

TOM CLANCY'S

SPLINTER CELL

CHAOS THEORY

OFFICIAL
SOUNDTRACK
by Amon Tobin out now through Ninja Tune/Inertia

AS THE ENEMY EVOLVES,
SO MUST YOU.

Designed by LudicFactory



WWW.SPLINTERCELL.COM



PlayStation 2
NETWORK PLAY



N-GAGE
NOKIA

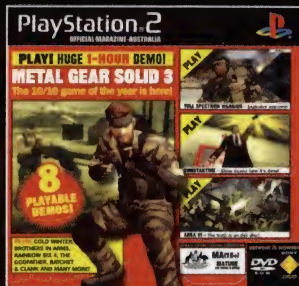


31 MARCH 2005



UBISOFT™

© 2005 Ubisoft Entertainment. All Rights Reserved. Splinter Cell, Splinter Cell Chaos Theory, Sam Fisher, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. PS2 and PlayStation 2 are trademarks of Sony Computer Entertainment Inc. All Rights Reserved. Microsoft, Xbox, the Xbox logo and Xbox LIVE are trademarks of Microsoft Corporation in the U.S. and/or other countries. NINTENDO, GAME BOY ADVANCE, NINTENDO GAMECUBE and THE NINTENDO GAMECUBE logo are trademarks of NINTENDO. Copyright © 2004 Nokia. All rights reserved. Nokia, N-Gage, N-Game, N-Game LIVE, and N-Gage Access are trademarks or registered trademarks of Nokia Corporation. Nintendo Game Boy Advance and Game Boy Color logos are trademarks of Nintendo in the U.S. and/or other countries. * Not available on Nintendo GAMECUBE.



on the dvd

PLAYABLE DEMOS



It's just one of those demos. *Metal Gear Solid 3: Snake Eater* is a game most want to play ASAP but unfortunately, due to the increasing price of foodstuffs, petroleum, and back-room garage porn, the necessary clams required to make such a purchase may not always be on hand. That's why we smartly – wisely – have chucked on a MGS3 demo as the headline act for this month's disc. It's try before you buy in every sense of the word.

If, for some reason, you don't like MGS, don't start dousing yourself in kerosene just yet. There's also playable demos of *Constantine*, *Full Spectrum Warrior*, and two first-person shooters, *Area 51* and *Cold Winter*, for those who just love shooting stuff up.

The *Godfather* video might not show you much – okay it shows you jack all – but you should still be getting excited about it. We get a feeling that EA, one of the juggernauts of the industry, is out to try and topple *GTA*. The resulting competition can only be better for gamers.

JAMES ELLIS
Staff Writer

PS To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the **↓** and **↑** keys. To choose within a section use **←** and **→**. Press **ⓧ** to start up your choice. Please note, you may have to reset your PS2 after some demos.

YOUR DISC

Every issue, *Official PlayStation 2 Magazine* brings you something no other magazine can – playable demos. Offering exclusive levels, tracks and missions, our playable DVD enables you try the very latest PS2 games before you buy, often weeks, even months before release. Why risk your hard-earned cash on a \$100 game when you can try it out on our cover-mounted DVD? From *GT3* and *MGS2* to *TimeSplitters 2* and *Final Fantasy X-2*, we've always featured playable demos of the games that matter. Throw in top quality video footage of the hits of the future and our DVD is the best bargain on the shelves.

DISC PROBLEMS?

If your disc isn't working properly, simply send it back to this address for a replacement.

Demo Disc Returns
Official PlayStation 2 Magazine
P.O. Box 1037, Bondi Junction
NSW 1355

METAL GEAR SOLID 3: SNAKE EATER

DISTRIBUTOR: **ATARI**

GAME TYPE: **ACTION**

OUT: **MARCH**

PLAYERS: **1**

DEMO DISC CHALLENGE

Hooch through the demo without being spotted or killing anyone! It can be done!



Ever noticed how Snake is always surprised whenever the name Metal Gear is mentioned? "Metal Gear?" Yes you dumb spud, that's all you're good for! Taking out large metal battle tanks is your forte. Accept it. This sweet demo kicks off at the game's start as you commence The Virtual Mission – except, unlike in the full version, you start with a stack of weapons. You'll also be able to get to grips with the other basics of the game, including the camo system, the various gadgets, and hunting and eating. Sneak around or hall down death on all – your choice.

CONSTANTINE

DISTRIBUTOR: **ATARI**

GAME TYPE: **ACTION**

OUT: **NOW**

PLAYERS: **1**



Most of us would prefer not to go to Hell. Despite the gruff ramblings of poo-poo heavy metallers, the idea of living in a world of constant fire, sulphur, and demons is about as appealing as moving to Afghanistan. But John Constantine isn't like the rest of us. He visits Hell more often than most of us go Interstate. Based on the movie of the same name, *Constantine* is a third-person shooter that sees Mr. Reeves taking on Hell's nasties to protect Earth from the son of the devil. This demo features some legit Hellblazing. Remember to use your Holy water.

FULL SPECTRUM WARRIOR

DISTRIBUTOR: **THQ**

GAME TYPE: **STRATEGY**

OUT: **APRIL**

PLAYERS: **1**

It's the game the army didn't want you to have. *Full Spectrum Warrior* is a brand new type of squad-based shooter where you take control of an Alpha and Bravo unit and try to keep them alive using genuine army tactics while moving through hostile urban environments. But realise it'll take a bit of time to get used to. Make sure you check out the training modes the first time you play the demo or you'll chuck a hissy fit and think the game is total rubbish – and we can't have that.



Other magazines let you watch, OPS2 lets you play



COLD WINTER

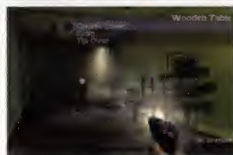
DISTRIBUTOR: **VIVENDI**

GAME TYPE: **FPS**

OUT: **MAY**

PLAYERS:

Your name is Andrew Sterling. You were an agent for MI6 until you stuffed up and landed yourself in a bowl of boiling noodles, getting arrested as a spy in The People's Republic of China and sentenced to a hefty amount of jail time. To make matters worse, your agency has



denied they've anything to do with you, leaving you to rot. This demo sees an old friend lend you a hand as you try to blast your way out of prison, taking out scores of guards in the process. It moves fast, looks good, and doesn't feature an American as the lead character. Check it out.



AREA 51

DISTRIBUTOR: **RED ANT**

GAME TYPE: **FPS**

OUT: **MAY**

PLAYERS: **1**

Old David Duchovny lends his voice to this first-person sci-fi shooter that's promising horrifying fear, guns-up action, and a conspiracy story. A squad of soliders is sent into this infamous area as part of an investigation, but it comes across more than it bargained for. All of them end up dying,



except for Duchovny's character who is embued with monstrous powers. Get into this demo and take on enemies with either your bullets or new mutant abilities. Just tap up on the D-pad to summon them, then attack with strikes or fire blobs of pain from a distance.



RATCHET AND CLANK 3

DISTRIBUTOR: **SONY**

GAME TYPE: **SHOOTER**

OUT: **NOW**

PLAYERS: **1-4**

Talk about a demo and a half. *Ratchet and Clank 3* might have been out for some time, but it's still wacky fun. This demo lets you test out just about everything the game has to offer. Apart from two game levels that see you taking on scores of nasty Tyrranoids, including one where you protect



a Presidential Palace, you also get a multiplayer map for up to four players, plus a bonus level where you play as Captain Quark, plus game videos – one of which shows off the game's online action.



MEGAMAN X8

DISTRIBUTOR: **THQ**

GAME TYPE: **SHOOTER**

OUT: **NOW**

PLAYERS: **1**

Fancy a mega blast of nostalgia? The old *Megaman X* series has shuffled through into 3D, with *Megaman X8*. This demo allows you to play through the entire opening mission, Noah's Park. You'll be able to use X, with his patented X Buster gun, that can charge up for deadly



attacks, Zero, who wields a hardcore light sword, and Axl, a new breed of robot able to hover around. You'll be able to go up against a bunch of enemies, as well as take on one of the game's large end-of-level bosses. You'll also get an opportunity to use the powerful Double Attack.

Bonus gaming

Additional demos and videos for your gaming pleasure!



WRC 4

The top rally racer is here for you to abuse. Pick from either a Subaru Impreza or Ford Focus and get filthy with two tracks.



BROTHERS IN ARMS

Explosions, bullets, stories of bravado, and lots of death. Yep, it's a WWII game. Check out the video for this upcoming squad shooter. But be warned. The music might make you cry.



THE GODFATHER

More like a teaser trailer. See a CGI Brando making you an offer you can't refuse. We can't wait.



STOLEN

This clip has everything that matters. Not only does it start off with a rad chick zipping up some cleavage, but you also get a deep-throated voice over.

ALSO FEATURED!

TOM CLANCY'S RAINBOW SIX 4 – VIDEO

LOCKED AND



PS2
PlayStation 2

GRAN TURISMO®4 THE REAL DRIVING SIMULATOR

IN STORE NOW



OR



OR



\$84⁴⁸

\$188⁹⁵

\$288⁹⁵

BONUS GT4 Poster
with purchase

35799_p1

Harvey Norman

Harvey Norman stores are operated by independent franchisees.

LOADED



PS2
PlayStation 2

IN STORE
31ST MARCH

TOM CLANCY'S **SPLINTER CELL** CHAOS THEORY

PlayStation 2



WITH NET PLAY

PAL

TOM CLANCY'S

SPLINTER CELL CHAOS THEORY

MA15+
MEDIUM LEVEL
ANIMATED VIOLENCE



UBISOFT

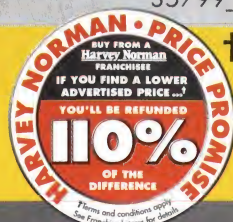
\$84⁴⁸
EACH

SPLINTER CELL: CHAOS
THEORY PS2 (MA15+).

1128490

we **won't be beaten** on price! >>

† Terms and conditions apply. See Franchised stores for details.



35799_p2

www.harveynorman.com.au

www.musicandgames.com.au



DOGG EAT DOGG

FEAR AND LOATHING IN LOS ANGELES

Snoop's boyz are in the hizzle – respect

Rapper with shizzle Snoop Dogg and writer/director John Singleton (*Boyz in the Hood*, *Higher Learning* and *Shaft*) are teaming up for Midway's ambitious new game *Fear and Respect*.

A third-person action-adventure, *Fear and Respect* is set in the summer streets of gritty South Central LA. If our previous videogame experience is anything to go by South Central LA is bad news – even though the last time we were actually over there we didn't see anyone shoot anybody.

You'll step into the Converse All-Stars of Goldie, a 22 year old homie returning to the streets after a stint in prison. We don't know why he was doing time but with a name like Goldie he was probably eating other people's porridge and sleeping in their beds. Goldie, complete with Snoop

Dogg's likeness and silky smooth vocal chords, has no desire to resume his criminal career. However when his nephew gets into strife, Uncle G has to dive back into the deep end.

Midway is quick to stipulate that *Fear and Respect* isn't a new contender for *Grand Theft Auto*'s crime crown. Although the themes are similar, apparently *Fear and Respect* will be more about delivering a specific experience and capturing dramatic moments than setting you free in an open-ended world. Goldie won't have access to miniguns and rocket launchers either – the weapons in *Fear and Respect* will be only based on actual gats a gangsta could get hold of in the 'hood. When Goldie hasn't got a piece he'll be able to let his fistzles do the talking for him.

Similar to promises made by EA regarding *The Godfather* (previewed on page 32), everything you do in *Fear and Respect* will have consequences. A reputation system will affect interaction with other characters, available weapons and even the story. The way you act will define whether you're feared or respected.

Fear and Respect has been written and directed by John Singleton, and according to Midway he and Snoop have been insistent on a much more realistic and mature approach than the games *Fear and Respect* will be inevitably compared to by the public.

We'll bring you more informizzle as we dig it up, aight? **LR**

HOT DOGG

After hitting it big in 1993 with *Doggystyle*, Snoop Dogg has certainly had an busy decade or so. From featuring in movies ranging from *Training Day* to *Old School*, and *Starsky and Hutch* to *Soul Plane*, Snoop also has deals with action-figure companies, shoe companies, BBQ companies and mobile phone companies. He even had a short-lived show called *The Doggy Fizzle Televizzle Show*. Between all that and coaching his son's football team it's a wonder he even had time to do *Fear and Respect*...



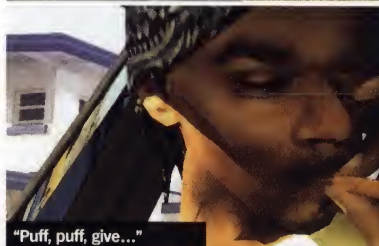
"Snoop-a-loop!"



"For the last time, stop calling me Huggy Bear!"



"Drop it like it's hot!"



"Puff, puff, give..."



FUN FACT!

This won't be the first time Snoop Dogg has been digitised – he was a playable bonus character in Activision's *True Crime: Streets of LA*. Hmmm, what a coincidence.



Warner Bros. is making plans for a *Dirty Harry* game. It'll feature Clint Eastwood and is set for PS3, but WB hasn't decided on PS2 yet. Come on, make our day!

i Info Nudge

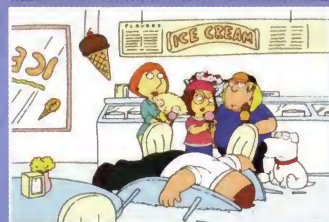


WE WANT YOU!
Think you've got what it takes to make it big in games? Send in your 100 word reviews of any recent games you've picked up, or pitch us your best game ideas.

Include an illustration of the cover and a 100 word summary and the finest will begin to appear in the next few issues. Send entries to *OPS2 Magazine*, PO Box 1037, Bondi Junction, NSW 1555 marked "We Want You!" Make 'em good now!

FREAKIN' SWEET!

Despite the fact it was cancelled years ago, *Family Guy* has been doing such a rip-snorting trade on DVD and other paraphernalia that Fox have retracted the axe and are sending it back to air. To coincide with its reappearance on TV, Take 2 has acquired the rights for a *Family Guy* game and it appears it will be bringing the Griffins to a PS2 near you. A third-person adventure, *Family Guy* will allow you to control Peter, Stewie and Brian the Dog around the city of Quahog, Rhode Island. If the game is half as hilarious as the show was, *Family Guy* should be the funniest game ever – hands down.



RANGERS LEAD THE WAY

A number-one seller on PC, *Delta Force: Black Hawk Down* is coming to the PS2. Focusing on members of Delta Force, US Army Rangers and 10th Mountain Division, players will participate in 16 single player missions in war-torn Somalia, 1993. Environments will range from the Somali countryside to the streets of Mogadishu – made famous by the book and film *Black Hawk Down*. Designed with the aid of three former Special Forces operatives, two of whom served in Somalia, *Delta Force: Black Hawk Down* will also feature voice recognition, four-player split screen, two player co-op and unprecedented support for up to 32 players online. By the way, if you're thinking a game based on such a relatively recent skirmish is a tad insensitive, portions of the proceeds will go to the Special Forces Warrior Foundation provide support to the children of Special Forces personnel who are killed in training or active duty. Hoo-ah!



BLUE OR RED?

THE ONE AND ONLY

Prepare to enter The Matrix... again

Enter the Matrix was a good game that didn't live up to the hype. We tend to think removing the central character had a lot to do with it, but maybe we're crazy. If you're part of the crowd who locked themselves in their bedrooms once they discovered Neo was absent, put away the tissues because Atari have just announced *The Matrix: Path of Neo*. And this time, you're The One.

Again developed by Shiny Entertainment, *Path of Neo* will wrap you in Mr Anderson's black jacket and take you through each of Neo's most important moments over the three films.

Written by the Wachowski Brothers (the creators of *The Matrix* universe in case you didn't know) and featuring the likenesses of Keanu Reeves, Carrie-Ann Moss, Laurence Fishburne and Hugo Weaving, *Path of Neo* could be killer. Footage from all three films and *The Animatrix* will supplement the story.

No other details about the game have been released but we expect it'll feature at this year's E3 in LA. All we know is a character with the ability to fly, stop bullets and dish out more punishment than a B&D librarian will definitely have our attention come this Christmas. **LR**

If the next Keanu Reeves movie isn't *Bill and Ted Reloaded* we'll cry



FUN FACT!

Keanu Reeves also recently lent his monotone voice and chick-pulling looks to *Constantine*, another movie-to-game, err... game.

SIR YES SIR!

IN THE NAVY!

SOCOM 3 unzipped

Sony has just taken the lid off *SOCOM 3: US Navy SEALs*, currently being developed by Zipper Interactive – the developers of the last two *SOCOM* games. They only fired a few rounds before slinking away into the ether, but we know *SOCOM 3* will feature levels around six times larger than previous versions and 20 different vehicles to tackle them in, including Humvees, SOC-R assault boats and T-72 tanks. Your grunts will also finally have the ability to swim

– up until now these Navy boys had been afraid to get their feet wet. Promising some dramatic AI improvements and the obligatory graphical spit and polish, *SOCOM 3* should be deploying in a few months. **LR**



LITTLE GREEN BAG

TAKE 2 TAKES OVER

Take 2 go to work

As part of a new agreement with SCI games, Take 2 have picked up the publishing rights for *Reservoir Dogs* and *Conflict: Global Terror*.

Reservoir Dogs, based on Quentin Tarantino's awesome flick, will put you in the shoes of each of the main characters and the police for a variety of shootout and driving sequences, and will feature multiplayer deathmatches. We just hope the game's dialogue and soundtrack match the profanity-ridden classic.

Conflict: Global Terror will be the next version of the *Conflict* series, ditching scorching deserts and steamy jungles in favour of the war on terrorism. We think *Conflict: Team America* may have been catchier but we were never asked. **LR**





BLOKE IN THE PUB

Meet our mad columnist. And boy, is he angry!

You want to know what I'm sick of? Of course you do, otherwise why are reading my column?

I'm sick of everything being compared to *Grand Theft Auto*. There – I said it. Now I love *Grand Theft Auto* as much as the next guy. I don't mean I love the next guy either (I love the ladies and the ladies love me). I mean I love *Grand Theft Auto* as much as anyone else. In fact, I love it more than anyone else. Except maybe Neika from last month's letters page – she's kinda crazy about it.

Anyway, as much as I adore it I can't stand seeing people constantly compare every vaguely similar game that follows to *GTA*. *Fear and Respect* has only recently been announced and there's already countless forums all over the net begging the question – "Will it be better than *Grand Theft Auto*?"

Shut up. Stop it. Stop it right now. Until we start judging games on the own merits instead of crying when they don't feature a rocket launcher, the sooner we can all evolve.

You don't have to like *The Getaway* or *True Crime: Streets of LA* – but don't tell me you don't like it because it's not as good as *GTA*. Tell me you hate the controls, tell me it's too short, tell me the driving physics suck harder than an eager upcoming pop star – tell me anything. Just don't lazily write games off by exclaiming, "Nah, it's not as good as *GTA*."

It's true that no free-roaming crime adventure has measured up to the sensational *GTA* series – but does that mean developers should just stop trying? Hell no. If I go into a pub that doesn't serve Reschs do I dismiss it? No, I choose another beer and proceed to drink the night away.

By the way, I've got two words for everybody that thinks *GTA3* was a total trendsetter. *Driver 2*. Okay, that's one word and a number. Hey, I never said I was perfect...

FUTURE PERFECT?

TO INFINITY AND BEYOND!

PS3 murmurs gaining volume

The International Solid States Circuit Conference. Sounds like a hoot, doesn't it? You get to hang out with a bunch of geeks who haven't seen a naked woman since they were born and talk about computers. Riveting.

The most recent one, however, was a little more exciting. It marked the first time IBM, Sony and Toshiba had unveiled details on their new project, codenamed 'Cell'. There's a lot of uses touted for this new super-chip, but the one we're interested in is its apparent

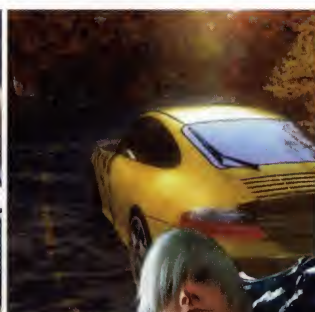
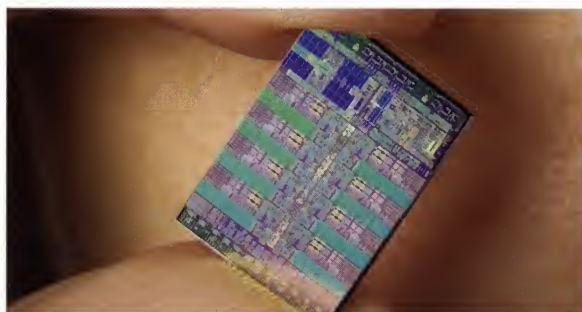
Inclusion in the PS3.

In development since March 2001, the Cell is "a multicore chip comprising 8 SPUs and a 64-bit Power processor core capable of massive floating point processing." We don't know what the hell that means but apparently it's good.

We eventually we found out that along with all the other equally confusing information, it means the Cell will have 10 times the power of the latest PC processors. That means

graphics like the two screenshots below. Nice.

So what about games? Well, naturally a variety of PS3 bound projects are already underway behind closed doors around the world. Presently one of the most notable is *Condemned*, a first-person thriller from Monolith and Sega. Players will enter the mind of FBI agent Ethan Thomas and will need to use their wits, forensic tools and melee combat to bring serial killers to justice. **LR**



DEVILISH!

BETTER THE DEVIL YOU KNOW

Dry your tears with a copy of DMC3!

Try to hold back the waterworks because thanks to THQ we've got 10 copies of the slash 'em and cap 'em masterpiece *Devil May Cry 3: Dante's Awakening* to give away. Apparently Dante gets a little cranky first thing in the morning, so help us get him out the door nice and quick. He's skulking somewhere in the magazine and all you have to do is find him (and no, the review pages don't count). You know the drill, so stop crying and start looking! **LR**

HOW TO ENTER – Send entries to OPS2@derwenthoward.com.au with "Devil May Cry 3 Giveaway" in the subject line, enter on our website www.derwenthoward.com.au or post your entries via snail mail to OPS2 Magazine, PO Box 1037, Bondi Junction, NSW 1355. Email entrants are entitled to one email per competition only. Entries should be clearly marked and include the name of the competition, your name, age, email address, phone number (including mobile) and address. All competitions close 22 April 2005. This competition is also open to NZ residents



WIN!

The paint hasn't dried on *The Incredibles* yet, but a sequel to the game is already in the works, taking players into a new dimension of *The Incredibles'* world.

"The men I led into Normandy were a squad,
the men I led out were brothers"

Sgt Matt Baker - IO1st Airborne



BROTHERS ★ IN ARMS ★ ROAD TO HILL 30

www.brothersinarmsgame.com



PlayStation 2



XBOX
LIVE



gearbox
SOFTWARE



UBISOFT

© 2005 Gearbox Software, LLC. All rights reserved. Published and distributed by UBISOFT Entertainment under license from Gearbox Software, LLC. Brothers In Arms Road to Hill 30 is a trademark of Gearbox Software and is used under license. Ubisoft, ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Gearbox Software and the Gearbox logo are registered trademarks of Gearbox Software, LLC.

the top ten

...APRIL FOOL'S JOKES WE PONDERED

- 1. Revealing that Naz isn't a real person** – We were going to admit the photo of Naz is actually Tristan's Norwegian half-brother and that we'd been taking turns to masquerade as editor. Then we would've replaced the photo with a picture of Tom Selleck circa 1988 and invented a new editor called Trent Steele.
- 2. Telling you we're all going to work for Xbox and closing the magazine** – We were going to drop this bombshell but we knew you wouldn't believe it. And the boss probably wouldn't appreciate us shutting down the mag. Just a hunch.
- 3. Telling you Halo 2 is due out on PS2 before Christmas** – Ah, the fun we could've had with this one. Then we thought about the hate mail we'd get from Xbox owners.
- 4. Pretending we had an exclusive peek at the next GTA** – We thought claiming we'd caught a glimpse of the next GTA running on a PS3 might be a little far-fetched.
- 5. Providing a code to undress the Rumble Roses girls** – Anything involving boobies is automatically hilarious. Problem is there'd be a few hundred peeved and horny PS2 owners when they couldn't get the bikinis off the babes.
- 6. Not hiding Dante anywhere but making you look anyway** – This would've been great but we wouldn't have been able to see the looks on your faces when you decided to give up looking.
- 7. Ending every story with, "Just kidding, we made that up."** – We thought distributors would be pissed if we pretended all their news sprung from our fevered imaginations. But have you heard that the PS3 will launch this Christmas with GT5 and GTA: USA?
- 8. Giving everything a 10** – That idea lasted about, oh, three seconds...
- 9. Making up a review of a game that doesn't exist** – We were going to call it *Celebrity Survivor* and explain how you'd have to fend off attacks from Hollywood's A, B and C list. We would've given it a 10.
- 10. Numbering all the pages backwards, and jumbling the contents page up** – This was probably the most childish plan we had, but it turned out changing every page number is a lot of work and we just wanted to finish the magazine and play *Burnout 3*.

SCREENSHOT OF THE MONTH

Resident Evil 4: Four times the gore!

Talk about copping it like a sailor! It'll take more than a few slugs in the shoulder to stop this freak!

This is where the charred remains of the copper who drove you into town are sizzling. Bad move!



There's no second chances with this maniac – Leon's insides will be on the outside in about two seconds!

TIED UP

PAIN AND SUFFERING

Midway's plans to make you suffer!

You know what they say: when you're on a good thing, make a sequel. *The Suffering: Ties That Bind* once again features the highly disturbed Torque seeking revenge against Cecil Blackmore – a mysterious bloke somehow connected with the death of Torque's family.

Master the new multi-levelled insanity mode and you'll unleash Torque's inner demon, and your choices during the game will affect the outcome. Torque won't just be confined to prison either: *Ties That Bind* takes the game to the slums

and streets of Baltimore. We've already seen some monsters that are scarier-looking than Paul after an all-nighter, so you'd better start getting the extra undies ready now. **LR**



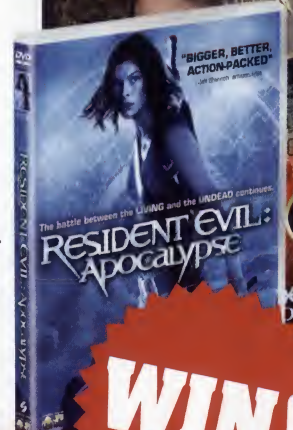
PURE EVIL!

WHAT'S IN YOUR HEAD ZOMBIE?

Resident Evil 2 up for grabs!

Thanks to Columbia Tri-Star we've snared five copies of *Resident Evil: Apocalypse* on DVD, as well as 20 caps and T-shirts to dish out. Just write in and tell us why you want one of these cool prize packs. Hey, it's a lot better than catching the T-virus...

HOW TO ENTER – Send entries to OPS2@derwenthoward.com.au with "Resident Evil 2 Giveaway" in the subject line, enter on our website www.derwenthoward.com.au or post your entries via snail mail to OPS2 Magazine, PO Box 1037, Bondi Junction, NSW 1355. Email entrants are entitled to one email per competition only. Entries should be clearly marked and include the name of the competition, your name, age, email address, phone number (mobile also) and address. All competitions close 22 April 2005. This competition is also open to NZ residents



WIN!

Activision has unsurprisingly announced it will be bringing the jolly green ogre back to the PS2 just in time for Shrek 3

PLAYBOY

THE MANSION™



www.playboythemansion.com



PC CD-ROM



PlayStation®2



© 2004 Playboy. PLAYBOY, RABBIT HEAD DESIGN and THE MANSION are marks of Playboy and used under license by ARUSH Entertainment and GROOVE Games. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

PS2 TOP 10 GAMES CHART

1

GRAND THEFT AUTO: SAN ANDREAS settles right down into first place; this is one game that's not going anywhere anytime soon. The most surprising thing is that clearly, there are still plenty of people without a copy - what's up with that?

2

NEED FOR SPEED: UNDERGROUND 2 remains in second place. It looks like it'll need a pretty solid racer to shunt it out of the top three. Perhaps the almighty *Gran Turismo 4* will put NFS in its place. We'll wait and see how the battle pans out.

3

EYETOY: PLAY 2 BUNDLE madly waves its arms into third place, nudging out *Singstar Party* but proving PS2 pundits have taken to the EyeToy like ducks to water. We hope you're working off that gut.

RANK	TITLE	CATEGORY	DISTRIBUTOR
4	The Incredibles	Adventure	THQ
5	Singstar Party Bundle	Singing	Sony
6	Ace Combat: Squadron Leader	Flight Sim	Sony
7	WWE Smackdown Vs Raw	Sports	THQ
8	Ratchet & Clank 3	Platformer	Sony
9	Tiger Woods PGA Tour 2005	Sports	EA
10	Crash Twinsanity	Platformer	Vivendi

PS2 RELEASE SCHEDULE

APRIL

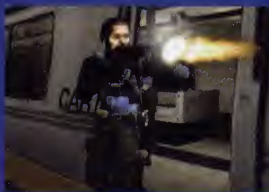
Classified: The Sentinel Crisis	Action	Take 2
Ford Mustang	Racing	Take 2
Full Spectrum Warrior	RTS	THQ
Ghost in the Shell: Stand Alone Complex	Action	Atari
Haunting Ground	Action	THQ
He-Man	Action	THQ
LEGO Star Wars	Adventure	Eidos
Midnight Club 3: DUB Edition	Racing	Take 2
Monster Hunter	RPG	THQ
Motorcross Mania 3	Racing	Take 2
MX vs ATV Unleashed	Racing	THQ
Rise of the Kasai	Action	Sony
Spy Vs Spy	Action	Take 2
Stolen	Action	THQ
Super Monkey Ball DX	Puzzle	THQ
Viewtiful Joe 2	Platform	THQ
Virtual Pool: Tournament Edition	Sports	Take 2

MAY

Brave	Adventure	Sony
Destroy All Humans!	Action	THQ
Entusia Racing	Racing	Atari
Juiced	Racing	THQ
Monster Hunter	RPG	THQ
Moto GP 4	Racing	Sony
Outlaw Tennis	Sports	Take 2
Outlaw Volleyball Remixed	Sports	Take 2
Tenchu: Fatal Shadows	Action	THQ
The Regiment	Action	Atari
Worms 4: Mayhem	RTS	Atari

Q2 2005 TBC

25 to Life	Action	Eidos
Batman Begins	Action	EA
Blood Rayne 2	Action	Vivendi
Cold Winter	FPS	Vivendi
Fantastic Four	Action	Activision
Fahrenheit	Adventure	Atari
Killer 7	Action	THQ
Madagascar	Adventure	Activision
Playboy: The Mansion	RPG	Ubisoft
Predator: Concrete Jungle	Action	Vivendi
Rainbow Six 4: Lockdown	FPS	Ubisoft
Shaman King	Action	Atari



Loading

GREAT BALLS

STRAIGHT FROM THE COMMENTARY BOX

Ricky Ponting Cricket gets injected with some more Aussie flavour!

Atarl recently announced that *Ricky Ponting Cricket*, due out this September, will feature Australia's own Channel 9 commentary team members Bill Lawry and Tony Greig as commentators in the game. We decided to catch up with the duo in between innings. It works best when you try to emulate their voices, 12th Man style.

OPS2: Have either of you worked on any other games?

Bill: Yes I did some work on [Codemasters'] last cricket game, *Shane Warne Cricket 96*.

OPS2: Do you find it easier calling a match from a script or on live TV?

Tony: It's always easier in real life because we can call it with our own eyes.

OPS2: Is the recording going to be a one-day event or over five days like a test match?

Tony: No idea, I hope [only one day].

OPS2: You guys are known for your heated discussions, have you ever wanted to

start swinging cricket bats at each other?

Bill: No no no. We've both got our own opinions but we've always got on well on and off the field. We both just try to get across that the players are most important people on the TV and the viewers are the most important people at home.

OPS2: Finally can you guys tell us anything about the game?

Tony: I don't know much about the game, but I know of [Codemasters] so I know it's going to be bloody good. **LR**



READER SURVEY

GETTING TO KNOW YOU

Attention all OPS2 readers...

WIN!

It's come to our attention that while you lot seem to know a lot about us, we know bugger all about you. We thought about going through your garbage looking for clues, but then we decided putting together a quick survey might be a little more accurate (and much more hygienic).

Just head on over to the site - www.ops2m.com.au - and fill in our online survey. We want to know what you think about our humble mag, which games you love and which games you loathe, what you want to see more or less of and any other feedback you've got buzzing about inside those skull cavities of yours.

We know you've all got opinions on everything, so get on the web and sock it to us! Not only will you help make the magazine a better read, you'll go in the running to win one of three copies of *Splinter Cell: Chaos Theory*, the game of the month. Your say on the mag plus a chance to win a game? How can you resist? **LR**



GfK

◆ New Entry
▲ Non-Mover
▲ Up from last week
▼ Down from last week

Inform
A GfK Company

Charts can be viewed at www.informbd.com.au as part of Inform's comprehensive database of online market intelligence, updated weekly

GfK tracks the weekly sales of business and leisure technology products, and provides detailed reports to subscribers and Retailer & Retail panel members. For subscription or panel membership details phone 02 9620 2888. Copyright © 2003 by GfK. All rights reserved.

湾岸 MIDNIGHT CLUB 3™

DUB® edition



COMING APRIL 15 TO PLAYSTATION®2 AND XBOX®
COMING SOON TO PSP™

WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB3



CHOOSE YOUR PATH TO VICTORY THROUGH THE
LIVING, OPEN CITY STREETS OF ATLANTA,
SAN DIEGO, AND DETROIT.



RACE AND CRUISE WITH THE HOTTEST REAL LIFE
SUVS, TUNERS, MUSCLE CARS, CHOPPERS, STREET
BIKES, CONCEPT CARS AND LUXURY RIDES.



CUSTOMIZE YOUR RIDE AND TAKE IT ONLINE TO
CHALLENGE UP TO 7 OPPONENTS IN A RANGE OF
NEW AND CLASSIC ONLINE MODES.



PlayStation®2

PSP™



© 2005 Rockstar Games, Inc. Rockstar Games, the R logo, Midnight Club and the Midnight Club logo are trademarks and/or registered trademarks of Take-Two Interactive Software. Rockstar Games is a subsidiary of Take-Two Interactive Software, Inc. DUB® and the DUB Edition™ logos are trademarks of DUB Publishing, Inc. "DUB", "PlayStation" and "PSP" are registered trademarks of Sony Corporation. Online play requires internet connection, Network Adaptor (for PlayStation®2) and Memory Card (8MB) (for PlayStation®2) (each sold separately). Microsoft, Xbox, Xbox Live, the Live logo and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. All manufacturers, cars, names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All other marks and trademarks are properties of their respective owners. All rights reserved.

Feedback

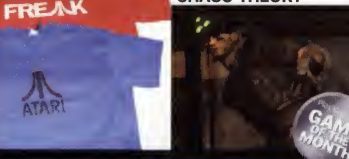
We spend the whole magazine talking to you - now it's your turn!

SPEAK TO US!

Come on, we know you guys are bursting to get involved. Share your thoughts with the nation's PlayStation 2 owners in the new, improved Feedback section and you could win an exclusive Atari T-shirt and this issue's Game of the Month! Write to us on paper or on a computer.

OPS2 Feedback
Derwent Howard
PO Box 1037
Bondi Junction, NSW 1355
Email: ops2@derwenthoward.com.au

WIN! SPILNET CELL:
CHAOS THEORY



OPS2 chart

Some games mags are written by people who don't play games very often, but not OPS2 - in fact, we play games so much here that we almost never manage to get a tan in summer! Here's what's been making us pasty this month.



1. RESIDENT EVIL 4

Naz has been putting in ridiculous hours with this game. He's on the third run through at the moment, saving up for the million dollar price tag of the unlimited ammo machine gun. This game is incredible.



2. GRAN TURISMO 4

Do you think that GT4 guidebook wrote itself? Nuh-ah. Luke's been going without sleep for weeks on end and his girlfriend is still not talking to him but he's also the greatest GT guru we've ever seen.



3. MERCENARIES

It's the new San Andreas! If you can see it you can shoot, drive or kill it. There's pretty much nothing you can't do in this warzone playground. If only we could find those tricky last few targets...

IDEAS MAN

First off I'd like to say I'm not going to start this letter with the usual "I'm not gonna start by saying you guys rock". It's the new kiss ass beginning for the choc-top-tongued ass-kissers of 2005. There is more implied in that sentence than the proverbial late night cup of coffee [with cream], and it makes me sick. The truth is you guys put out an appealing magazine to the tastes of the PS2 fan, and do a decent job... at least better than most. I've seen the pictures on the first few pages; your heads are starting to burst out of the frames. I'm not adding to that. This doesn't mean I'm going to start trying to tell you guys how to your jobs though. In fact, the addition of 'new features' in the recent publications has been a welcome improvement. I'd like to see more. I reckon you should bring back the section from the old PS mags where readers sent in designs for their own games, where prizes were given for extreme originality and creativity. Some of the games designed by the younger readers had me in stitches (I like to read magazines while juggling knives). And as a white male aged 18-39, everyone listens to my suggestions, no matter how ridiculous. Who knows, maybe you could give out a trophy to the winner to ensure a greater number of entries. I suppose I better provide an interesting point soon if I want to win something like the MSG3 you gave away last month. I am quite cheap and I have tried a few of the top ten suggestions you made (on how to get the money for MGS3). Unfortunately this has left me with an extensive criminal record and my girlfriend is still pissed off after my introductory pimping session.

So, bullcrap aside here, the interesting point that may have already been (or should have been) suggested: a kart racer based on the Jak and Daxter series and the Ratchet & Clank series (together). Those guys at Sony put out a beauty with the original Crash Team Racing and nothing has come close since (Mashed is the obvious exception but it is missing a lot of the 'kart racer' attitude). The variety in both games could prove to be an amazing multiplayer game both on and off line. Imagine Ratchet's arsenal combined with the many vehicles scattered throughout Jak's adventure. Imagine the potential for unlockables and the ability to have computer drivers fill up spaces in battle mode. The possibilities are amazing.

Some Guy, via email

Not bad. That actually sounds like a cool game. We'll have to speak to our inside man at Sony and see what we can arrange. Bags first go with Clank - that is one cool robot. And we're glad to tell you that your girlfriend pimping days are over - your free copy of Splinter Cell: Chaos Theory is in the mail.

RAGE AGAINST THE MACHINE

People have a thing against machines. We would be pretty screwed without fridges, computers, the internet, TV, and even PS2. But machines inspire conflict, in our lives and in the movies. Terminator, Star Trek, The Matrix - even the newer Star Wars films have machines as baddies.

To the point, I find it rather sad, and even a little pathetic, that people can get angry at each other over which games machine is the best. "PS2 is the best", "No Xbox is a trillion times better!" and even some random in the corner who says "Hey, GameCube is cool too!" It used to be about the games! Now it seems to be about the online features and the DVD playback. Sure games can be a lot more fun if you play them online but that doesn't mean some dodgy games can have low standards on normal split-screen play.

Don't get me wrong, I think PS2 is great, but it's still just a machine and it's the games that count, not the box that plays them. So if this letter gets published (which I hope it

does) I ask that all of you people at home give the humble GameCube an affectionate pat when you're next in EB. It's just a bundle of graphics processors - it's not some evil machine to be despised.

Robin Dawson, Perth

Being nice to Nintendo? We don't know, that'd just feel too weird. As for what you were saying about being screwed without fridges... we hear that! If we had to trek to Antarctica to chip off a chunk of ice every time we wanted a cold beer we'd never get anything done.

THE BLOKE BLOWS

First and foremost, your magazine rocks, but I do have one problem: The Bloke in the Pub. I DO like RPGs, and I bought the Shinobi Special Edition. The Bloke is bagging the crap out of almost everything my PS2 means to me! The obvious solution is to bring back Michelle Starr. She is informative, funny, and doesn't insult anyone. All the Bloke does is

bitch! The Bloke has become the low-point in the pleasure of reading your mag. I'm sorry to say. Anyway, your mag rules, the Bloke sucks, BBQ chicken pizza is the best and it is my dream to work at the OPS2 towers.

Loki, via email

We can't fault your bravery. The last guy who crossed the Bloke is currently walking around the office with the help of a cane. We just hope for your sake that he doesn't see this letter. Good luck, buddy.

LOVES THE SNAKE

There were a lot of crappy games I would have bought and regretted if it hadn't been for OPS2 magazine. Your game reviews have saved me quite a few bucks over the years. And as March approaches, I'm gearing up to blow some more hard-earned cash on MGS3. Woo hoo, welcome to the jungle, Snake! I just read your seven page review in Issue #38 and I'm spewing that I gotta wait





cuttings

Bits of sticky letter residue wiped on the desk underside

GAME ON

Heaps of the recently published letters to Feedback over the past few months have been for game ideas. Why not include a new regular section for game ideas like Feedback, except readers send in the cover illustration, storyline, main characters, supported peripherals etc. I'm sure including this section would make the greatest magazine in the entire universe even more stupendous (I like that word choice).

Thomas J, via email

Word. Well said, mate. We will indeed be starting up a section in the mag devoted to readers' game ideas. Turn to page 15 to find out more details on how to submit ideas.

THE ERASER

I am the biggest idiot! In my San Andreas game I had almost got 100% and then terror struck! I had started a new game to try out some things and I did the stupidest thing I've ever done. From all the times I saved my other games I was used to just going to save and pressing and I did that for my new game. Arrgh, I just wanted to kill myself!

Michael Taylor, via email

Ouch, that sounds more painful than the time Paul had his 'zipper accident'. We feel your pain, buddy. Look on the bright side, now you've got the perfect excuse to start all over again.

YOUNG GUN

My Name Is Caleb Westwood and I am 10 years old. I love PS2 lots and read your magazine heaps. You do a great job. But I have two questions for you. I was just wondering why you guys get to play some games before they are out. Also I was wondering if you guys get ideas from other magazines when you write your reviews.

Caleb, NSW

Thanks, mate. We get to play the games early so we can write up previews to tell you all how good they are. We tend to stick to our own instincts and what our readers ask for, rather than looking at other magazines for ideas.

two WHOLE WEEKS for its release. Ah well, at least it gives me time to practise on MGS2 without the radar. Ooh, it's gonna be sweet. I could almost take a sickie when the game is released except my boss is hangin' out for this game almost as much as I am. The jerk. Before I enlightened him to the world of Solid Snake, he thought *Metal Gear* was some part of a car! It's just gone midnight. One day closer to the game's release. Soon, I'm gonna eat me some snake! Over and out.

Teeritz, Melbourne

If your boss is a Metal Gear fan too then he should be happy to turn a blind eye to a 'Solid Sickie'. Go for it dude. If your boss is stupid enough to fire a Metal Gear fan like yourself then we'll give you a job on OPS2!*

TOO MANY GAMES

I'm going to get straight to the point! With all these awesomerical looking new games coming out in, like, less than a month, what's a casual, not rich as all hell gamer to do? With *DMC3*, *MSG3*, *SC: CT*, *Suikoden 4* (you guys haven't done much on that game... please do!), *RE4*, *TimeSplitters: FP* and *Snowblind*, there's so much choice! So what I would like you guys to recommend, like, three games out of all the beastly contraptions coming out soon for an action and RPG and adventure type gamer (ME!). And have you guys got any word on the *Suikoden 4* release date, or anything about it? Because, you see, my fave PS2 mag doesn't seem to be doing much on it! Thanks a lot guys, and since I didn't say it before and I know you need your dally ego boost, great mag and great job!

Paul, Wollongong

Suikoden 4 should have been released by the time you read this (it's slated for 4 March) and you seem pretty keen on it so we'll count it as one. Resident Evil 4 would be our first pick but it won't be out until late 2005 so we'll leave that off the list. It's a really tough call on the rest as they're all great games. We'd have to give our recommendations to MGS3 and TimeSplitters because they just edge out Splinter Cell and Project: Snowblind in the stealth and shooter genres. But if there's anyway you could scrape some more cash together for the others you should do it.

BURNOUT FOR ME

You guys called *Gran Turismo 4* the best racing game ever. By the look of it and the previous *GT* games it doesn't look that good compared to games like *Burnout 3*. While the graphics look good, the game has you driving around and around on tracks. In *Burnout* you are driving on the wrong side of the road, shoving on boost, just narrowly avoiding traffic and ramming your opponents off the road. I guess it's a matter of taste but I find *GT* games boring.

Knott family, via email

Both games are ridiculously good in our book but they're also completely different. We called *GT4* the best racing simulator ever – because it is. We also rounded the review off by saying it deserves a spot between *Burnout 3* and *V8 Supercars 2* on any racing gamer's shelf. We'd certainly never say it's better than *Burnout 3* – in fact we made sure to establish each game's strongest points straight away. *GT4* and *Burnout 3* are both superb, but you can't expect every game to interest every gamer. We're pretty sure we can manage to love them both!

READERS'

most wanted

Keep your votes for the games you're most looking forward to playing on your PS2 coming in. We'll put together the chart every month and make sure we give you coverage of the stuff you most want to play.

Send an email to ops2@derwenthoward.com.au, with 'Most Wanted' as the subject, and list the top five upcoming games you're most looking forward to. Tell us why you're excited too, and we might print your rantings!



1. METAL GEAR SOLID 3 (MARK HOBBS, NZ)

A slight reshuffle in the charts has seen *Destroy All Humans!* [check out our exclusive feature on page 50] nudge out *TimeSplitters: FP*. The imminent release of *MGS3* has bombarded us with votes for the action masterpiece, making it this month's clear winner!

2. GRAN TURISMO 4 (KYLE KUHN, NSW)

3. STAR WARS EPISODE III (NAT JONES, NSW)

4. TEKKEN 5 (JOEL TIMMS, QLD)

5. DESTROY ALL HUMANS! (EMILY DAWSON, VIC)

net natter

Here at OPS2 Towers, we've been hard at work putting some OPS2 information online, and our forums are now alive and very kicking. We've decided to run the best quotes from our forums here in Feedback, so you can get your point across and have it printed for posterity! Next time you're online be sure to get yourself across to www.derwenthoward.com.au and drop in and say "hi". Keep your thoughts about other consoles to yourself though, or we'll have to smack you with copies of our magazine!

On... Most Stupid Awards for Games

Okey-dokey, this is for anyone that wants to give a deserving game a Stupid Award, like *Vice City* wins the 19th annual 'Best Hawaiian Shirt in A Game With An American As A Main Character' Award.

King Krapp

Most squeaky game character voice: Farleen (*Star Ocean 3*)
Shortest skirt in a game: Mynce (*BloodRayne* - you can see up it even when the camera's looking at her from a slightly above view!)

Djnatols

Game with most female looking male lead: half the *Final Fantasy* Games
Zugam

On... Tank Talk

Why are new-release games priced at \$99.99????? It doesn't matter what it is, whether it is a long anticipated sequel or a crappy 'garden-shed' game. It's like an international price, most new games are priced at \$99.99 and frankly I think it's pathetic pricing for games! Really, what about it makes it worth 100 dollars????? It probably costs like \$1.50 to put it on

a CD and bam – \$100.

Renegade

But what about all the money to pay the programmers/voice people/sound guys/photographers etc?

Liberator

Don't forget licensing the game to a console. Developers have to pay the company (Sony, Nintendo etc). This is where the company makes the most profits. The more popular the console the higher the cost of licensing.

Drew

On... OPS2 Feedback

If Naz does put the section where a writer is interviewed, maybe the readers can ask the questions they have to answer? Like we send in a question and maybe it will be asked in the mag?

Milney.44

I'd like to see something more in the reviews, like each person has a one or two sentence thing on their say for each game, instead of just the person reviewing it. And maybe add in a sub-category for Lifespan? Single-player and

Multiplayer Aspects?

Leon

I didn't like your bashing of *MGS3*. It should get 10 all the way. I have played the story mode alone on *MGS2* for 300+ hours. And then there's the extras for *Substance*. I don't believe it can be anything less than 10. So how did it get a 7 for Lifespan when *GTA: SA* got a 10 for graphics? They were downright appalling. CHANGE THE SCORE TO PERFECT 10s!!!!!!!

Knob

Ah, Knob – are you mental? *MGS3* got a 10. You need to grow and move on.

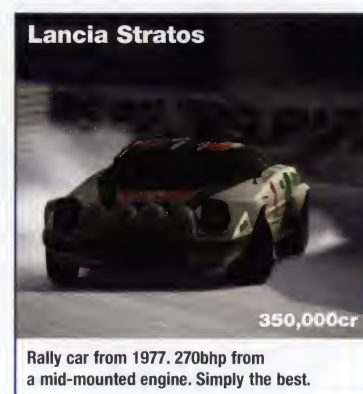
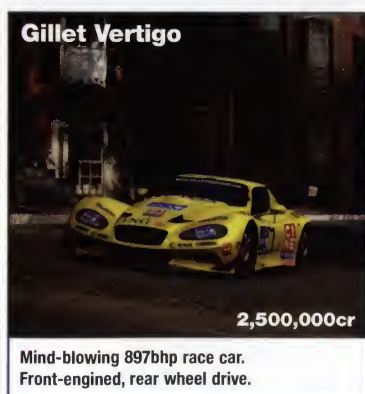
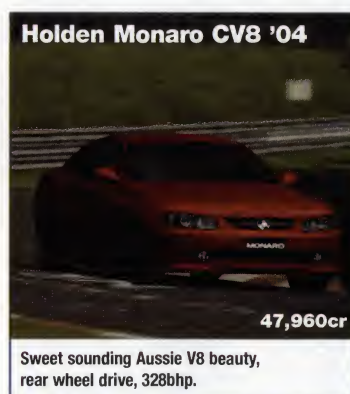
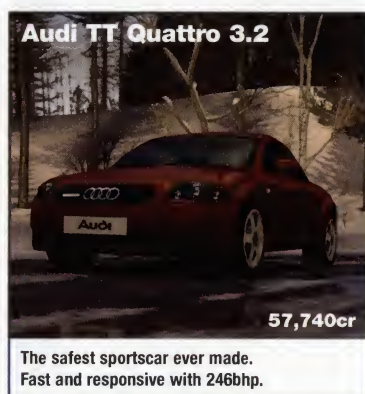
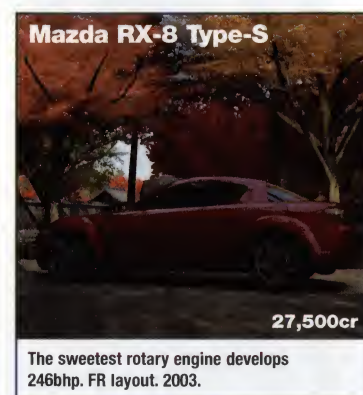
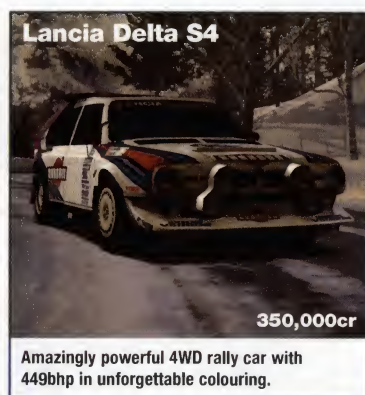
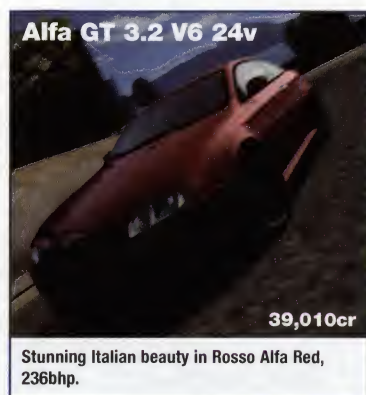
LR

"Sigh" a score of 10 DOES NOT MEAN PERFECT in OPS2. Guess what? There's no such thing as perfection (aside from Heidi Klum), and thus if the score of 10 was reserved only for 'perfect' games then a 10 would never be awarded. If you took a moment to read the review guide in OPS2 you would quickly realise that 10/10 does not mean perfect, it means "Nigh on revolutionary, a game that could change the face of gaming forever". So there.

Tristos

*Actual job may not be offered.

Exclusive Cars Ltd. EST. 1997



Contact us to arrange a test drive.



Over 700 of the world's most desirable cars in one place

Saleen S7



419,130cr

The all-American supercar.
Mid-engined and 550bhp. 2002.

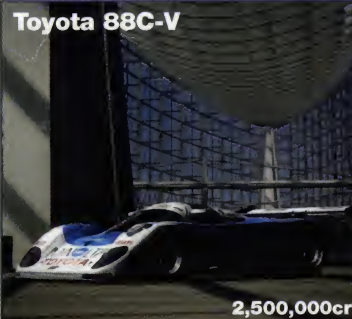
Subaru Impreza



350,000cr

Stunning 4WD rally car
with superb grip, 295bhp. 2003.

Toyota 88C-V



2,500,000cr

A full on 788bhp mid-engined race car.
Seriously fast!

VW Beetle



14,430cr

The original and still a joy to drive.
Rear-engined and rear drive.

Fiat 500F



5,770cr

All time classic from 1965.
17bhp but still fun!

Ford GT



149,880cr

The most amazing 2005 supercar. 550bhp.
Mind-blowing sound and sensation.

Buick Special



P.O.A.

Award-winning modified version
of classic with amazing 556bhp.

Toyota Celica



350,000cr

A winning rally car, 4WD and 295bhp. 1994.

Honda NSX-R



119,570cr

Fast, light and mid-engined –
a true supercar with 276bhp. 2002.

**Playstation
Pescarolo C60**



2,500,000cr

Mid-engined, rear wheel drive,
highly successful race car. Incredible 591bhp.

**Nissan 350Z
GT4 Special Version**



P.O.A.

Awesome limited-edition version
of a modern classic. 2005.

VW Golf GTi



32,750cr

Fifth generation and the best GTi yet.
197bhp of driving pleasure.



www.granturismoworld.com



HANDS ON

PLAYERS: 1-2
DISTRIBUTOR: SONY
DEVELOPER: NAMCO
WEBSITE: [HTTP://TEKKEN5.NAMCO.COM](http://TEKKEN5.NAMCO.COM)
LAST SEEN: OPS2#36
RELEASE DATE: MID 2005

PERCENTAGE COMPLETE

90%

TEKKEN 5 is going to look tops, it's going to play tops, and, damnit, it's going to be tops. Expect Namco to be Tekken' it to the limit when it gets closer to release.



"Yes, my mum did pick out my costume... What's your point?"



X BEAT 'EM UP

TEKKEN 5

Tekken' offence? Time to be Tekken' it outside. Or even Tekken' it to your PS2

It's the final moment of *Tekken 4*. The series' pin-up boy, Jin Kazama, does the dodgy and leaves his fork-tailed family members Kazuya and Heihachi inside a crumbling building as it's invaded by a swarm of humanoid Jack robots (you know the ones). Kazuya, tottering on being possessed by Lucifer himself, has few qualms about leaving Heihachi to these mechanised menaces and bails before the building explodes – and the irrepressible villain of the series is left inside watching the firework show detonate on his face. Is our favourite rough-headed geriatric gohhhhne? As the ashes dim a menacing figure is seen emerging from the debris. A brooding new foe has arisen. Later the Iron Fist Tournament 5 is announced – it's time for *Tekken 5*!

Set to batter open the trays of PS2s everywhere in just a few months, Namco's fifth iteration of its iconic brawler

will be packed with so much rock-fisted goodness it'll no doubt be Tekken' over the genre's top spot. There'll be three new pugilists, each flaunting new and varied bone-crunching styles (see *Tekken' Time Out To Meet The New Contenders*, opposite). No surprises there. For the returning characters, there's a bunch of new skull-smashing moves and sure-killing combos to surprise even those rampaging Tekkenaholics who've memorised every nuance of the series. No longer will *OPS2 Tekken* guru, Nick '12-hit-combo' O'Shea, be able to predict what's coming out of our pads of power. Soon he'll be Tekken' some dodge-like-a-butterfly-sting-like-a-bee pain, oh yes sir.

Apart from the fresh moves and characters, prepare to get rewed about the game's engine. It's been rebuilt from scratch. The levels are even more interactive this time, so apart from being able to grind enemy faces into nearby



FISTS OF IRON?

MARTIAL ARTISTS USED TO TOUGHEN THEIR FISTS BY PLUNGING THEM INTO URNS FULL OF HOT SAND. WE'LL STICK WITH OUR DUAL ANALOGUES, THANKS



Dunno about you, but we reckon they're silicon

stone columns, you also get Matrix-like ground crumbling every time you knock someone onto the deck. All the trademark effects are there as well, our fave still being how a well-timed boot to an opponent's head can send them into a mid-air pirouette. We'd since forgotten the joys of expressionist kung-pow!

The only real downer is that *Tekken 5* lacks *Dead or Alive's* T & A-smattered character line-up. We usually condemn that sort of primal pandering as offensive rubbish, but we've never really meant it. Drop some of the meatheads and add more sizzle, why don't ya? If we wanted to see large sweaty men grunting while placing each other in homoerotic grapples we'd watch Rugby.

Speaking of which, if you're the kind of beat 'em up fan who likes to doll their fighter up with all manner of accessories (and aren't we all, darlings?), *Tekken 5's* new

customisation options will be right up your blow hole. Now as you progress and win matches you'll earn clams to purchase those alluring pink shades, that debonair cowboy hat or, if you have taste, both. It's a super-manly version of Barbie dress ups, though we emphasise, super-manly.

If you're not the sort of gamer who enjoys getting your pants pulled down by your hairy-tongued flatmate in head-to-head bouts (or in any other situation, for that matter), Namco is set to include an adventure mode that explores a lot of the game's backstory. We're guessing it'll be a reprise of *Tekken 4's* slide-scrolling Force Mode, except a helluva lot better.

With all this goodness coming the way of the PS2, we're hoping *Tekken 5* will start *Tekken* charge and rejuvenate the once-holy genre of the beat 'em up. We're hoping real hard. **James Ellis**



Are those flames coming out of his arse? That must have been one hell of a curry...



TEKKEN' TIME OUT TO MEET THE NEW CONTENDERS

Who do we have here? The Wesley-Snipes wannabe is Raven, a ninja-esque fighter who likes jumping up and down, performing all manner of flashy, mystical manoeuvres. One of his throws sees him launch upward with opponent in hand, before he dishes out a cute little mid-air neck break. Feng is boofhead number two. He's more of a traditional Asian kung-fu guru, packing all manner of standard kicks and chops. Finally there's Asuka, who, as you can see, is a bit of a hottie – despite looking like a Venice Beach rollerblader. She throws out whirlwind combos of leg-straddling kicks and spinning backfists. Are these new fighters any fun to use? We'll let you know shortly.



MORE TEKKEN FOR YOUR BUCK

Those Japanese. Must they get everything? They've already got the most efficient train service in the world, and still they want more. Rumours are currently abounding that when *Tekken 5* launches in the land of the rising sun, not only will staunch disciples pick up the brand new outing, they'll also get a copy of the original *Tekken* as well. With an Oz release a few months away, it's a bit early to get any confirmation on whether the deal will extend down here. Namco has been good about bringing goodies from Jap versions into their US and Euro counterparts in the past, so fingers crossed...

HANDS ON

PLAYERS: 1-2 (1-8 ONLINE)
DISTRIBUTOR: TAKE 2
DEVELOPER: ROCKSTAR SAN DIEGO
WEBSITE: WWW.ROCKSTARGAMES.COM
LAST SEEN: OPS2 #37
RELEASE DATE: APRIL

PERCENTAGE COMPLETE

80%

MIDNIGHT CLUB 3: DUB EDITION is looking to reclaim the top spot in a genre created by the original *Midnight Club*.



Rockstar has tweaked *MC3* to give bike riders a fairer chance in races



Preferring 'oldies' is something you didn't advertise on your plate where we grew up

x RACING

MIDNIGHT CLUB 3: DUB EDITION

Can Rockstar's new racer put Underground under the ground?

Midnight Club took the racing genre from narrow tracks and closed circuits and plunked it in an open-ended city. The sequel extended the concept even further to include motorcycles and some crazy power-ups. Unfortunately for Rockstar, EA eventually got wind of it and soon had their own street racer out on the grid in the form of *Need for Speed*

Underground. EA did even better with *Underground 2*. That about brings us up to speed, so to speak.

Far from being outdone, Rockstar has been burning the midnight oil fine-tuning *Midnight Club 3*. It's been up on the hoist for a while and they're about to break out the wash 'n wax. It has to be deeper than *Underground 2* and hotter than *Burnout 3* if it wants to succeed, and we're happy to report it's well on the way.

MC3 is a reinvention of the series. The imaginary vehicles that look vaguely similar to something you've seen before are gone. The game now includes around 60 fully licensed cars and bikes. From Import tuners, muscle cars and motorcycles to low-riders, SUVs and luxury cars, *MC3* will have it all. If pitting a '68 Corvette against a Ducati SS1000 makes your pants stir, or if you need to sit down while contemplating a Lamborghini Murcielago lining up beside a '70 Pontiac GTO, keep reading. Every

one of them can be scraped, dented and crushed beyond repair, but once they're written off you'll be instantly





SUPERMOVES

ROAR

Applying to muscle cars and cars and choppers, you accumulate this power-up by drifting. Once triggered, it's like a low yield nuclear blast. With your car as ground zero, a shockwave spreads out forcing traffic apart to clear a route for you to break on through to the other side. It's ridiculously fun to use.

AGRO

When behind the wheel of an SUV or luxury car, shunting other non-racers off the road earns you this power-up. It's amazing what a hit from a Hummer will do to your average commuter; it totally ruins their day. Once activated, you'll instantly become a supersonic battering ram. Cars, buses and trucks will bounce off you like road kill.

ZONE

This was easily the best power-up we saw, giving you a few moments of total clarity by slowing time down to a crawl. Best used to negotiate your way around tight corners or cut through heavy traffic, you can also use it while soaring through the sky to give yourself time to pull off some amazing rotations. Hey, we never said this was *Gran Turismo*!

given a brand new one. If only that could've happened when we got Paul's car stuck in the garden at that McDonald's drive-thru.

Moving on, *MC3* will feature not one, not two, but three cities to fang around in. Digital versions of San Diego, Detroit and Atlanta have all been crammed into the game and there'll be plenty of short-cuts and crazy jumps to find if you're keen for a little exploring. It also features changing weather and some pretty impressive lighting effects.

Players will start out with an empty garage and \$22,000 to blow on whatever car they can afford. Placing in races earns you cash, new upgrades and all the regular trimmings. It's not open-heart surgery but it's a formula that works. If you're familiar with *Midnight Club 2* then you'll remember it taught you a few special tricks, like the slipstream turbo and two-wheel driving. Rather than make

you earn them again, these tricks are available from the outset and you'll have three new ones to look forward to (see Supermoves, above).

Getting behind the wheel of *MC3* we were surprised at just how fast it is. Put it this way, if OJ had owned one of these bad boys he'd have been licking tequila off half a dozen naked *senoritas* in Mexico before the fuzz even knew he was on the run. At times it's even faster than *Burnout 3* – maybe even too fast – but it does seem to suit the arcade feel. It's like snorting instant coffee. Naz was the first to discover a loss of control in *MC3* can result in some extremely sudden deceleration. Let's say, 200 miles an hour to zero in around, oh, a tenth of a second. In most other games this is a death sentence, but in *MC3* your opposition will slow down a fraction to allow you to get back into the race. Similarly, it will never let you get too far

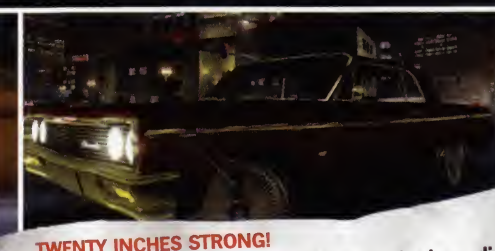
in front without giving the pack behind you a little boost. In other words, it ain't over 'til it's over. The dynamic difficulty progression means the game will adjust itself based on your performance, so it'll be instantly accessible to beginners, while remaining a challenge for seasoned pros.

Not unlike its competition, *Midnight Club 3* is all about squeezing every drop of performance out of a car and looking the shiznit while doing it. The DUB license means *MC3* will be all about chrome, big-ass shiny wheels and bonnet scoops so huge you could house a small family in them. It won't be long until we get to tool around with the finished version and check out the eight-player online multiplayer modes. *NFS: Underground 2*, the bell may be tolling midnight for thee. **LR**



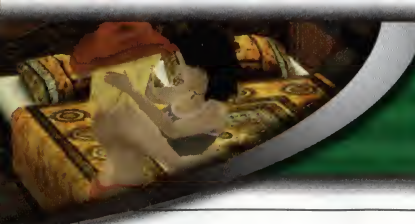
SMALL TIME

A PSP version of *Midnight Club 3* is also slated to hit stores sometime in the next few months and should be a viable alternative EA's PSP street racer *NFSU: Rivals*.



TWENTY INCHES STRONG!

DUB now sells wheels, T-shirts, chrome badges, die-cast cars and, just in case you like reading, a magazine.



Pre-play

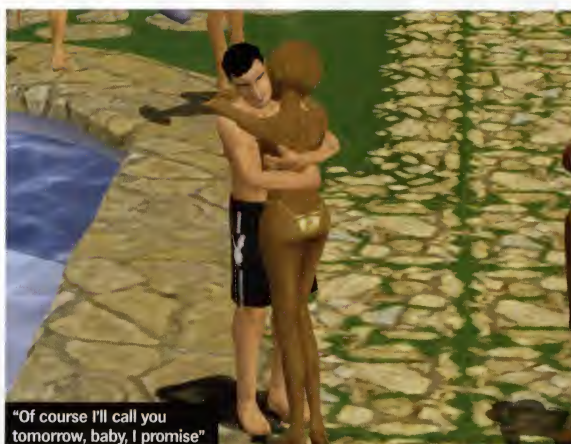
HANDS ON

PLAYERS: 1
 DISTRIBUTOR: UBISOFT
 DEVELOPER: CYBERLORE STUDIOS
 WEBSITE: WWW.PLAYHEF.COM
 LAST SEEN: OPS2 #37
 RELEASE DATE: APRIL

PERCENTAGE COMPLETE

80%

PLAYBOY: THE MANSION will bring together man's two greatest past times: games and sex. Build the empire, publish the magazines and get the girls.



"Of course I'll call you tomorrow, baby, I promise"

That's the luckiest window in the world



"I'm not bad, I'm just drawn that way"



I DID IT ALL FOR THE NOOKIE

In a move that is sure to upset the censors, sexual acts do take place in *Playboy: The Mansion*. However, just like in real life you'll need to do a lot of work before you get to score a home run. You'll have to use some of that Hugh Hefner charm before you can plant some kisses and grab some asses. Then once she's in your grasp you can make that run for home base and score on any of Hugh's furniture items. Positions will vary according to the object you christen, so experimentation is encouraged. Ubisoft, we love you.



X SIMULATION

PLAYBOY: THE MANSION

We swear we just played it for the articles

Life at OPS2 Towers is a lot like life at the Playboy Mansion. Naz walks around in a silk dressing gown insisting that everyone else dresses in bunny suits and shows plenty of cleavage. But the only one who abides by these rules is Tristan. The rest of us try to avoid him while we build our own Playboy empire with Ubisoft's latest, *Playboy: The Mansion*.

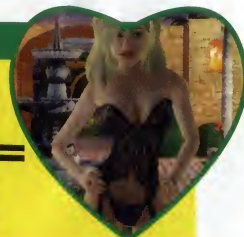
As a very young Hef, you'll begin at Issue one of the second greatest magazine to grace newsstands. You'll be in charge of everything, from deciding which voluptuous model gets to grace the cover to what stories are featured (for the three people who really do read the articles). Easily the best thing about the job is that you get to do all your own photography. After picking the most sensual location from anywhere around the mansion it's time to pick what the playmate will be wearing (or won't be wearing, as the case may be). There are about 40 different delicious outfits that are tailored to

expose all your favourite bits. Then it's simply a matter of point, shoot... and get the tissues.

As we here at OPS2 know, producing a kick ass magazine is no easy task, so don't be embarrassed if your first couple of issues are shabbier than your old high school gazette. You see, magazine production isn't only words and boobs. One of things you'll need to do is throw pimp daddy-style parties to make new contacts with celebrities and schmooze like crazy to get them in the magazine. Scoring an interview with a big-time celebrity like Halle Berry will see your magazine selling faster than beers at happy hour. And if you can talk them into losing their gear for the shoot, then you'll be looking at some really serious sales. However you'll need to charm them a bit more stylishly than Nick did at last year's Desperate and Dateless Ball if you want to 'pull it off'. You can even date the celebrity and ditch them once you've got all you wanted out of them (see I Did it All For The Nookie, above).

At the moment *Playboy: The Mansion* looks like having a lot more than just skimpy babes on offer. Whether or not this is a good thing remains to be seen. We'll judge it when we get the full story next issue, but until then we'll continue enjoying a little nudge nudge, wink wink. — Paul Frew

LOVE CHILD



Take the simulation gameplay of *The Urbz*, throw in some of *Leisure Suit Larry's* sex gags and you've got *Playboy*.

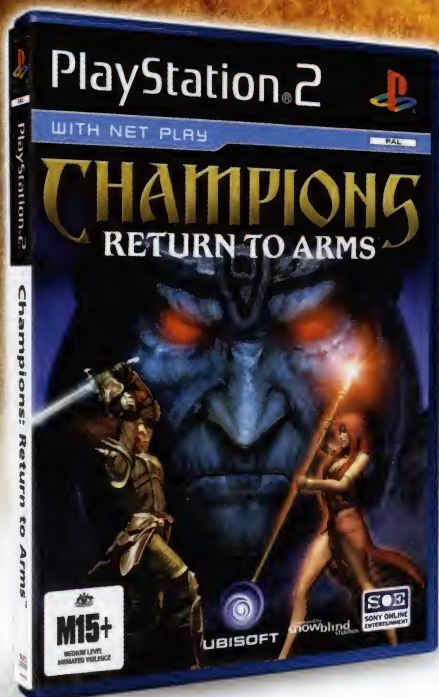
LIVE BY THE SWORD



7 races & 7 classes to choose from,
including Vah Shir Berserker and Utsar Shaman.
Thousands of arms, items and artifacts to acquire.



Cooperative or competitive play for up to
4 players online or offline with Multitap.
Over 50 areas to explore and conquer.



www.championsgame.net



PlayStation®2

PLAYABLE ON LINE

developed by
snowblind
studios



© 2005 Sony Computer Entertainment Inc. Champions: Return to Arms is a trademark of Sony Computer Entertainment Inc. in the US and/or in other countries. Published by Ubisoft under license from Sony Online Entertainment Inc. SOE and the SOE logo are registered trademarks of Sony Online Entertainment Inc. in the US and/or in other countries. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or in other countries. PlayStation 2 and the PS2 Family logo are registered trademarks of Sony Computer Entertainment Inc. in the US and/or in other countries. Network Adaptor for PlayStation 2 and Memory Card (sold separately) are registered trademarks of Sony Computer Entertainment Inc. in the US and/or in other countries. All other trademarks are properties of their respective owners. All rights reserved.

Pre-play

NEW SCREENS AND INFO

PLAYERS: 1
DISTRIBUTOR: EA
DEVELOPER: EA
WEBSITE: WWW.EAGAMES.COM
LAST SEEN: OPS2#37
RELEASE DATE: NOVEMBER

PERCENTAGE COMPLETE

55%

THE GODFATHER will be a sweeping crime epic set in post WW2 New York, using the film as inspiration. It could be everything that *Mafia* should have been. We hope it will be.

SON OF THE GODFATHER

The *Godfather* is also being developed for PSP and 'next-generation' systems. Hmmmm...

Bonasera... Bonasera... What have I ever done to make you treat me so disrespectfully?



Where are those damn contact lenses?



ACTION/ADVENTURE

THE GODFATHER

Is Don. Is good

The crime epic. *GTA3*, *The Getaway*, *True Crime*, *Driv3r*, *Mafia* – they've all been there. Anyone trying to break into the genre is probably going to have to do it wearing a giant chicken suit because that's about the only way anyone will take notice.

Unless you're EA, that is, and you're toting one of the most recognisable film licenses of all time.

The Godfather will be an action/adventure game made up of around 80% on-foot action and 20% driving. Set in (a faithfully recreated) New York City from 1945 to 1955, *The Godfather* follows the exploits of a young mobster moving up through the Corleone family on the way to becoming a made man. While remaining loyal to the film, the game takes its story beyond the fiction. Of course, there are key moments that cannot be changed, like the ventilation of poor old Sonny or Vito's appointment with that big Pizza Parlour in the sky. Despite this, *The Godfather* features a branching storyline and multiple endings.

The late great Marlon Brando already recorded his voice work for Don Vito Corleone before he passed away, and he'll posthumously join the likes of James Caan as Sonny Corleone and Robert Duvall as Tom Hagen. EA has secured the voice talents and likenesses of no less than 20 actors from the original film. Hollywood goodfellas Al Pacino and Robert De Niro, however, are notably absent.

You'll need to create your own character to begin with, using creation tools lifted from recent EA sports titles.

Depending on your approach to the missions, how you act will affect the storyline and everything you do will affect your reputation. Are you a considerate hired goon or do you whack everyone in sight? Characters will remember previous engagements with you and will react to you accordingly. So if you beat the fettuccine out of them last time you met, they'll be scared of you but if you were Mr Nice Guy they'll be friendly and helpful.

Pretty much everything else about *The Godfather* is anyone's guess. It's still quite early so whether it plays as good as it sounds is still a mystery.

If you haven't seen the films, shame on you. See them now or you'll never know the difference between a gangster and a gangsta. Meanwhile, we'll be crossing our fingers that EA can make *The Godfather* a game we can't refuse and not one that'll be sleepin' wit da fishes. **LR**

FAMILY MATTERS

Based on the novel by Mario Puzo, *The Godfather* was directed by Francis Ford Coppola. Voted as the #3 best film of all time by the American Film Institute, *The Godfather* won the 1972 Academy Awards for Best Picture and Best Actor (Marlon Brando), and was nominated for a further eight. As an interesting piece of trivia, the scene where Sonny was killed was shot only once and used 147 exploding squibs to simulate his grisly death!

"Tommy, I want you to go down the street and get me packet of Soothers"





The LA boys take road rage to the next level



You'll be in trouble if you forget to pick a car with a sunroof



HANDS-ON

PLAYERS: 1-2 (1-8 ONLINE)

DISTRIBUTOR: UBISOFT

DEVELOPER: UBISOFT PARIS STUDIO

WEBSITE: WWW.UBI.COM

LAST SEEN: FIRST LOOK

RELEASE DATE: LATE 2005

PERCENTAGE COMPLETE

60%

187: RIDE OR DIE takes all your racing game dreams and makes them come true. Well, the ones that involve firing large-calibre handguns at your opponents. And who hasn't had those?

X RACING COMBAT

187 RIDE OR DIE

Boys in the Hood get fast and furious

When Ubisoft told us it was making a gritty new urban game called *187* we figured it must be based around the 1997 Samuel L. Jackson flick *One Eight Seven*. That movie went from crazy to crazier, with Jackson playing a teacher going all kinds of postal on his students after one of them makes the mistake of using a nail-studded plank of wood to give him a facial.

'Awesome', we thought. The subject matter's definitely a lot on the dark side, but you can't get much cooler than an aggro Sam Jackson. Then Ubisoft told us that the game was actually a racer where you not only get to thrash meaty roadsters but also control a backseat gunner who blasts the crap out of your opposition with everything from Glockes and shotguns to AK-47s and bazookas! Bring it on, baby.

Let's face it – how many times have you been racing

along a street, trailing behind the leader by a frustrating few metres, completely unable to do anything but watch him fly over the finish line ahead of you? We've all wished we could take him out of the race by pulling out an Uzi, blasting his tyres and watching him spin spectacularly out of control into an oncoming bus. Oh yes. We know we think this while we're playing every racing game. Hell, we think this most days when we're stuck in traffic.

Like most street racers, *187* sees you spending most of your time speeding as hard as you can. The key difference is that whenever a rival car rolls around the corner you can use the right analogue stick to command your gunman to open fire. Don't worry, there's no fiddly crosshairs to worry about. Your AI teammate is smart enough to unload on whichever car you tell him to while you concentrate on the dangerous driving.

See if you can spot the common feature in *187*'s game

FUN FACT!

187 was unveiled last year as *Notorious: Die to Drive*. It now comes packing Hollywood talent like Larenz Tate, Noel G. and Guerilla Black. And its creative director (Matty Rich) is a former movie director. Beat that!

modes: first up is *Death Race*, in which you have to push your engine and your trigger finger to the limit to make sure you're the last car standing. Or, in *Cop Chase*, you get to see how long you can stay on the road before you get busted – cop-killing is definitely encouraged. Then there's *Assassination*, where you've got a specific car to take out. If you said "every game mode has an 'a' in it" then you'd better stick to *Scrabble*. On the other hand, if you noticed that every mode is about making explosive coffins out of cars as quickly as possible, then you're on the right page. ➤ Narayan Pattison

Pre-play

HANDS-ON

PLAYERS: 1
DISTRIBUTOR: THQ
DEVELOPER: CAPCOM
WEBSITE: WWW.CAPCOM.COM
LAST SEEN: FIRST LOOK
RELEASE DATE: MAY

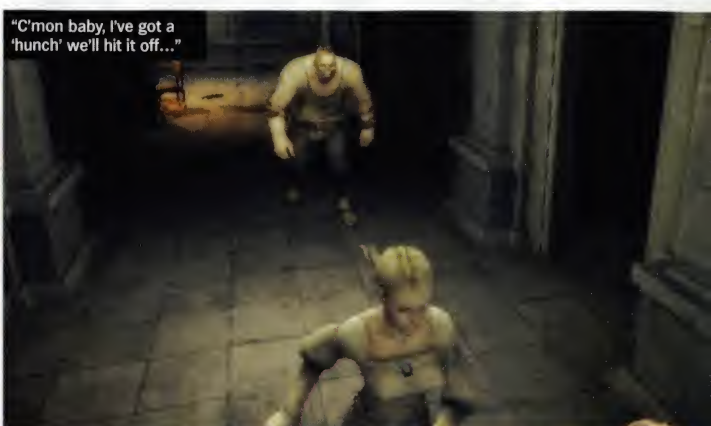
PERCENTAGE COMPLETE

80%

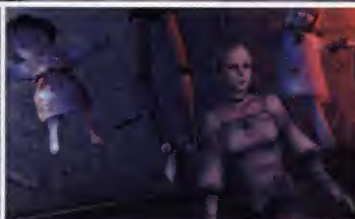
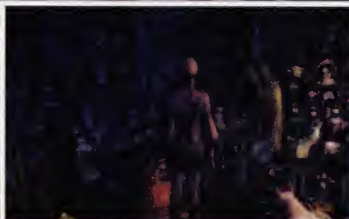
HAUNTING GROUND is set to revisit the classic suspense of past survival horror games, but with a character that runs for her life rather than fights back. The inclusion of the sidekick mutt should also help separate it from the rest of the horror pack.



"C'mon baby, I've got a 'hunch' we'll hit it off..."



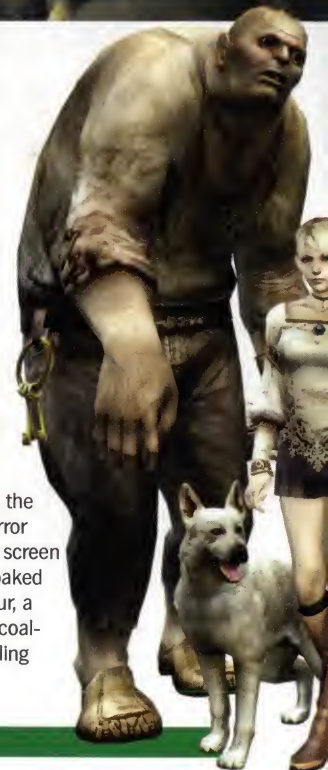
"Find the happy place, find the happy place"



X SURVIVAL HORROR

PANICKED TO DEATH

Ever been so stressed you thought you were going to keel over into a ball of dribbling jiggles? *Haunting Ground's* Fiona – saucy lass that she is – sometimes gets a bit overcome, too – particularly when being pursued by huge, horny, hulking hunchbacks that look as though they want to either devour her body or pop her cherry with the tenderness of a car bomb. When Fiona finds herself on the run from such an abject horror she'll start to panic and the screen will flood with adrenaline-soaked effects like heavy motion blur, a slower frame-rate, and charcoal-like colour to mimic her flailing state of mind.



HAUNTING GROUND

And we thought a dog was man's best friend

The requirements for videogame leads have so far been clear-cut: tough, cool, brave... you get the picture. Apart from saving good things – like the Earth, for instance – they also score big time with the opposite sex (the now-clichéd knight in shining armour saving the totally useless, but hot as beef vindaloo, princess being the age-old example). But what if there was no knight to come to the rescue? The pretty young thing would have to save herself, despite being as dangerous as a Cabbage Patch Doll. In an action-packed game that's trying to outdo *Devil May Cry*, this idea would bite, but in a horror game where you're meant to feel vulnerable – bingo! Cue Capcom's new "psychological" survival game, *Haunting Ground*.

The adventure sees you getting to grips with the milky, pure 18-year-old Fiona, a girl who has just survived a car crash that claimed her parents' lives. Her day doesn't get any better when the place she tries to call the NRMA from just happens to be a rather uninviting

castle. The residents include a ghostly voice that seems to have the hots for Fiona, a hooded grounds keeper, and a ghastly oaf named Debilitas, who makes Quasimodo look as desirable as a \$2.50 beer and kebab meal deal. She's not even lucky enough to get one of those pacifist hunchbacks either – Debilitas likes it rough. All Fiona can do initially is flee from this brute in a panic (see *Panicked To Death*, above). It's not all bad news, though. Eventually our girl befriends Hewie – a mutt with a Lassie-style IQ who can help solve puzzles and attack enemies. After encountering him early in the game, he'll become your right hand, er, mutt for the rest of the adventure.

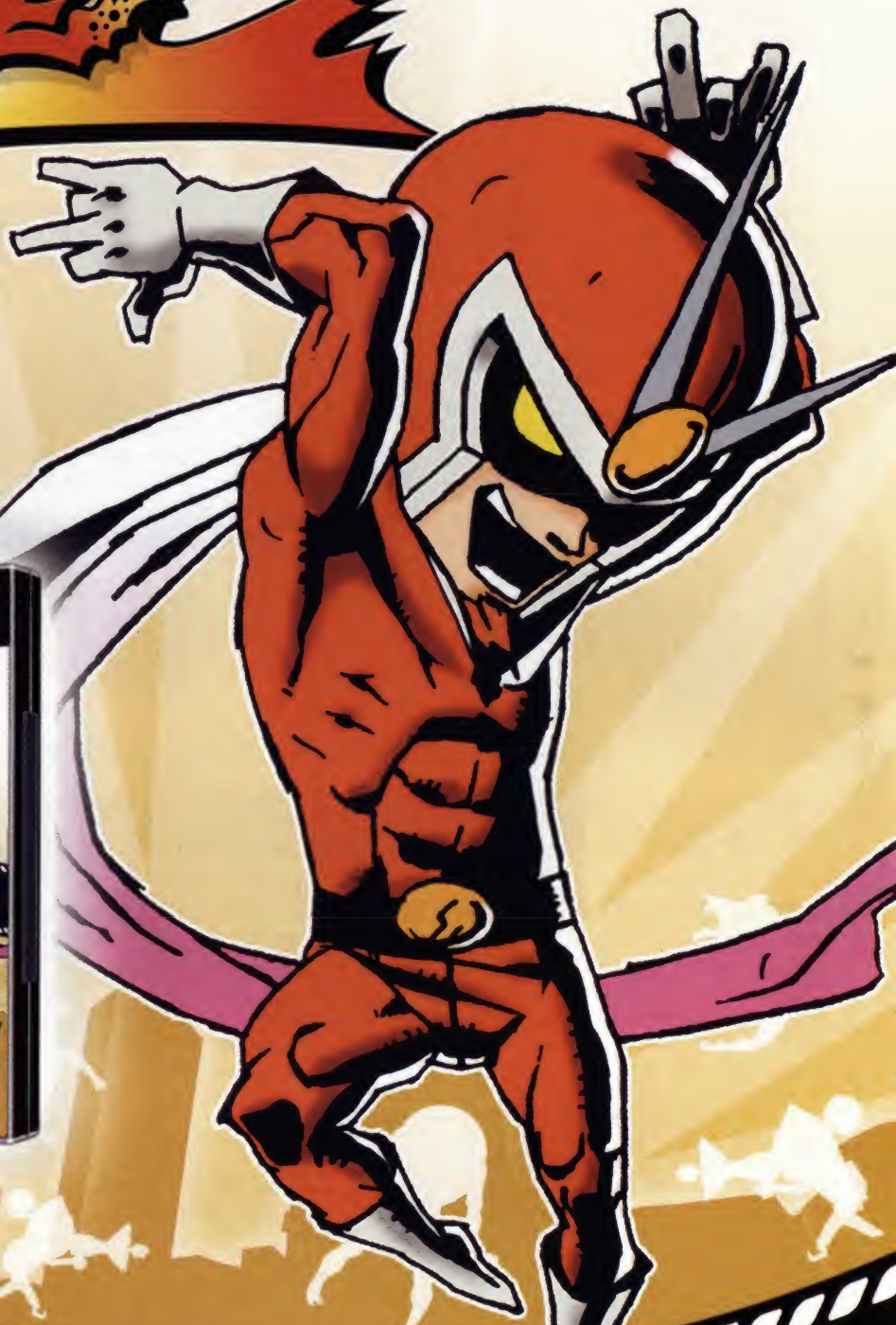
Interestingly it was only the other day that the OPS2 crew were talking about how cool a game would be that involved constant running and danger dodging – kinda like *The Running Man*. Granted, the talk started after Luke passed out in the office kitchen after gorging himself on seven boxes of liqueur chocolates, but it was still enough to get us thinking. From what we've played, *Haunting*

Ground seems to offer the finger-gnawing experience we were asking for, as well as a decent serving of exploration and puzzles. *Haunting Ground* doesn't look as frenetic as *Resident Evil 4*, but it's still been able to moisten our pants – well, more than usual, anyway. **James Ellis**



VENTURI JOE™

APRIL 2005



PlayStation 2



CAPCOM



HANDS ON

PLAYERS: 1
DISTRIBUTOR: ATARI
DEVELOPER: QUANTIC DREAM
WEBSITE: WWW.QUANTICDREAM.COM
LAST SEEN: FIRST LOOK
RELEASE DATE: JUNE 2005

PERCENTAGE COMPLETE

70%

FAHRENHEIT is an intriguing prospect at this stage. The graphics are solid and the story looks to be a cut above the usual videogame fare. If Quantic Dream can deliver all the game promises they'll make adventure game fans very, very happy indeed.



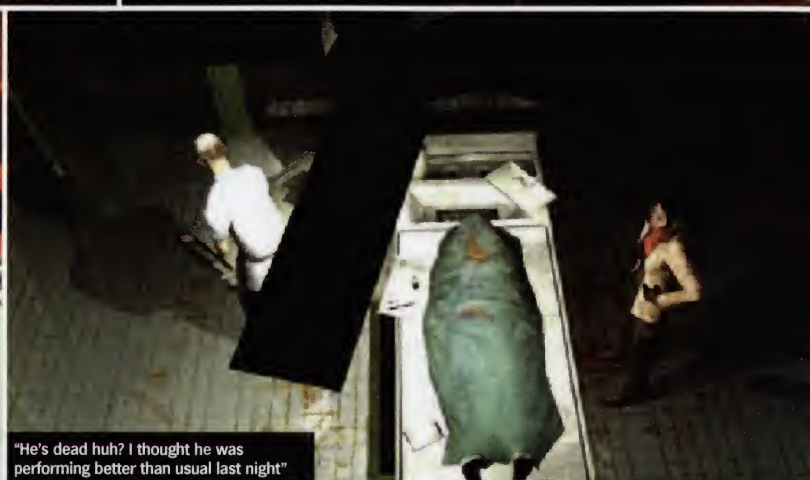
What's a nice bird like me doing in a game like this?



"I've really got to stop agreeing to these blind dates in haunted mansions..."



Looks like she's about to go for a snowball



"He's dead huh? I thought he was performing better than usual last night"

✕ ADVENTURE

FAHRENHEIT

Creepier than a 'touchy-feely' uncle

Fahrenheit? Fahrenheit?? Boy, you can just see that marketing meeting... "Okay guys, we need a really hot name for our new game." "Magma" the guy with the ponytail offers. "Great Balls of Fire" suggests another. Then the meek guy in the corner glances over at the temperature gauge on the wall and says "How about Fahrenheit?" "I did like the 'Balls' one, but 'Fahrenheit'... wow. That is hot!" the marketing guy yells triumphantly.

In sharp contrast to its uninspired title, *Fahrenheit* is one of the more original games we've seen in a long while. The game opens in the seedy toilet of a generic diner in New York. Some bloke in a suit is hosing down the porcelain and a whacko guy is sitting in one of the cubicles, mumbling to himself while he uses a knife to make sushi out of his own forearm. Psycho boy then bursts out of the cubicle and makes with the stabbing. During the murder scene images of a spooky supernatural figure performing the same slashing motions are mixed in with the normal shots of reality. Weird serial killer on the loose... okay... when do we bust out the handcuffs and make with the arresting, we were thinking. But that's when the game throws you a curveball. It turns out that you play Lucas Kane - the guy with the freshly filleted businessman at his feet.

Unfortunately for Lucas his short-term memory's not great. You step in as he stares at the dead body and the blood all over his arms and wonders what the hell is going on. Before you can hide the body *Metal Gear Solid*-style, the

cops show up, forcing you to do a runner.

That's when the second curveball blindsides you. Maybe they should have called it *Great Balls of Fire* after all... In the game's second level you find yourself switching control between two different detectives working on the case: the feisty and highly motivated Carla Valenti and Tyler Miles, a former gang member now on the straight and narrow.

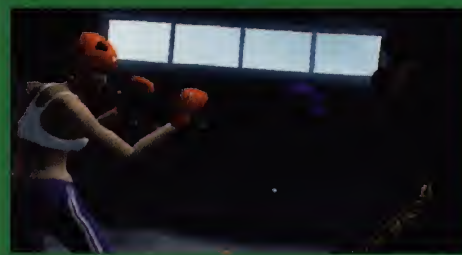
When you're using the detectives, *Fahrenheit* plays like an interactive version of *CSI*. As Carla you can choose the questions while grilling witnesses. At any point you can also flick control across to Tyler as he combs the crime scene for clues.

Is Lucas just your garden variety psychopath or is he a supernatural puppet in something even more frightening? You'll be tackling the issue from both sides of the fence as you switch control from the suspect to the detectives in this surprisingly absorbing thriller. **Narayan Pattison**



PUMPING IRON

It's not all crime scenes and questioning for our dynamic detectives. In one of the levels we played the pair hit the gym for a good sweat. As in *San Andreas*' gyms, the weights and machines are all interactive, forcing you to give your fingers a workout to beef your characters up. Once you've buffed up enough you can even pit Tyler against Carla in a friendly boxing match. We would have made this level about a girl-on-girl jelly wrestling match between Carla and a really hot Swedish swimsuit model. But that's just how we roll...



ETHAN
HAWKE

LAURENCE
FISHBURNE

ASSAULT ON PRECINCT

MA 15+ PERSONS UNDER 15 YEARS
MUST BE ACCOMPANIED
BY A PARENT OR ADULT GUARDIAN
MEDIUM LEVEL VIOLENCE

13

UNITE
AND
FIGHT

FROM THE PRODUCER OF TRAINING DAY

IN CINEMAS MARCH 31

HANDS-ON

PLAYERS: 1-16
DISTRIBUTOR: UBISOFT
DEVELOPER: RED STORM ENTERTAINMENT
WEBSITE: WWW.RAINBOWSIXGAME.COM
LAST SEEN: OPS2 #37
RELEASE DATE: MARCH

PERCENTAGE COMPLETE
60%

TOM CLANCY'S RAINBOW SIX 4: LOCKDOWN will provide players with a unique kind of single player experience. Where Ding and his team are used to chasing down terrorists, this time it is the terrorists that are making them run.



"Be vewwy qwiet..."



The flight paths for JetStar's new helicopters are a bit dicey



FUN FACT!

Although it's titled *Rainbow Six 4, Lockdown* is actually the 9th game in the series.



The OPS2 office politics turned ugly very quickly



X TACTICAL WARFARE

RAINBOW SIX 4: LOCKDOWN

Ding dong, Team Rainbow is back

Despite its deep, intriguing campaign mode and fun, frantic multiplayer mode, *Rainbow Six 3* didn't exactly ignite the PlayStation world into a fiery inferno. But this time around it looks as if Ubisoft is trying to give PS2 owners the most intense and action-packed adventure ever seen and from what we've seen of *Rainbow Six 4: Lockdown* it looks as though they're on the right track.

There will always be something going on around you in *Lockdown*. In the few missions that we played there were cars crashing through roofs, parts of buildings smashing into millions of pieces inches away from us and bomb blasts going off more often than Naz uses his frequent flyer card at the local strip joint. All of these events keep you continually off balance and often result in a bullet to the back. A nice new effect that Ubisoft has thrown in for *Lockdown* is the scratching of your visor the more you get shot. After a clip of bullets has been emptied into you and you're on your last legs, your visor will look like it's been

dragged along a mile of tarmac, making it very difficult to see. As you'd expect, it pays to keep yourself lead-free.

However, dodging bullets often proves harder than staying married to Jennifer Lopez for more than two weeks. Your enemies have pinched a few of the Rainbow boys' tricks; they now use the shadows for cover and will often wait all day for you to come exploring before popping some caps. Night vision does help you sniff out these guys but they still seem to know where you're coming from. The enemies also like to travel in larger groups than they did in *Rainbow Six 3* and they will use just as much strategy as your teammates to avoid a bullet. You'll also face swarms of enemies coming at you non-stop, leaving you wondering just what you've got to do to stop them.

With no sign of *SOCOM 3* giving Ding and his comrades any challenge this time around, *Rainbow Six 4: Lockdown* looks like it will finally receive the recognition it deserves both on and offline. Expect a full review next issue. **Paul Frew**



THE FIFTH MEMBER

In between some of the missions you'll take control of the sniper member of Team Rainbow. Your job will be to protect Ding and his men as they infiltrate areas. Anyone who has played *Silent Scope* will immediately be at home with the system. Brackets will appear on the enemies once they pop out and it's simply a case of pressing R1 to put a bullet through their head. But on some occasions you will need to move to different sniper positions very quickly unless you like the idea of a rocket-assisted lobotomy.



*Wield the
Power
of the
Judgment
Ring
to Fullfill
Your Destiny*



A fantastical world filled with ancient magic, mystical lore, unspeakable curses and a diabolical plot



Combine split second timing and skillful combat strategy to master the Judgment Ring's powerful and stackable attacks



Fight as a Harmonizer and transform into more than 20 astonishing creatures

"It's easily my favorite game of the year and one of the best genre surprises I've had in quite some time" - IGN 91%

"One of the best RPG's of the year" - OPS2 8/10

"Final Fantasy watch out" - Australian Game Pro

SHADOW HEARTS[®]

COVENANT[™]

A MIDST THE CHAOS OF WORLD WAR I, YURI AND KARIN EMBARK ON AN EPIC JOURNEY TESTING THEIR POWER AND MAGIC SKILLS WITH THE JUDGMENT RING TO COMBAT TERRIFYING CREATURES AND CONQUER THE EVIL THAT RASPUTIN PLANS TO UNLEASH UPON THE WORLD.

shadowheartscovenant.com

Proudly distributed by:



AVAILABLE NOW

PlayStation.2



©2004 ARUZE CORP. All Rights Reserved. ©2004 Nautilus Inc. Distributed by Midway Home Entertainment Inc. under license. MIDWAY and the Midway logo are trademarks of Midway Home Entertainment, Inc. ARUZE CORP. and its affiliates do not monitor, endorse or accept responsibility for any non-Aruze website. Midway Home Entertainment Inc. and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. PlayStation and the PS Family logo are registered trademarks and service marks of Sony Computer Entertainment Inc.



Pre-play



TENCHU: FATAL SHADOWS

The stealth classic sneaks out with an even sharper knife

The original *Tenchu* was one of the pioneers of the stealth-action genre, and it helped define sneaking-around-wreaking-bloody-mayhem-quietly on the PS2. Its return to the console in the form of *Tenchu: Fatal Shadows*, therefore, should be marked with interest – not only because of what it was, but because it will be taking the franchise in a few new and intriguing directions.

The first of these is decidedly feminine. The hero of the older *Tenchu* games, Rikimaru, will be very notably absent, and the action will revolve around his ol' partner Ayame, who's set out to find him, and another female ninja named Rin, who's out for revenge for the slaughter of her entire village.

The gameplay will remain pretty similar to what you're familiar with – the sneaky surprise kills, the defensive style you have to adopt for combat, and the strong emphasis on being as subtle as you can. There will be a few tweaks,

though – new special kills (including a double-stealth-kill, if you can sneak between two enemies undetected), vantage points from which you'll take the lay of the land, graphic upgrades, and a more fully fleshed-out story.

At this stage, it's not looking too drastically different from its forebear. It seems rather that it's aiming to take the basic ideas from the original and present them in a way that both irons out the problems, but keeps it real and recognisable. **Michelle Starr**



Sugar and spice and all things fatality-inducing

The lovely lasses of *Tenchu: Fatal Shadows* have quite a few new tricks up their sleeves. They will be able to drag corpses around and swim under water, but the double-sneak is our favourite. Slip between two guards without being noticed and you can kill them both with a single button press. It's tricky but not impossible – so you'll be able to enjoy the beauty of the assassination without having to spend hours and hours trying to figure out how to do it.

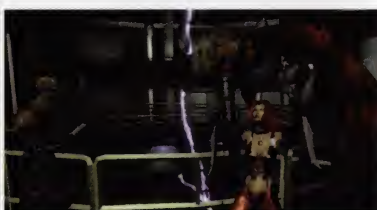
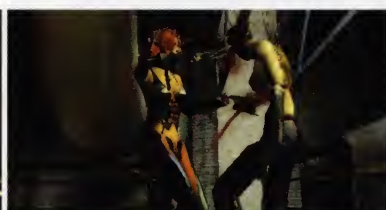
HANDS-ON

PLAYERS: 1
DISTRIBUTOR: THQ
DEVELOPER: SEGA
WEBSITE: WWW.SEGA.COM
LAST SEEN: FIRST LOOK
RELEASE DATE: MAY

PERCENTAGE COMPLETE

90%

TENCHU: FATAL SHADOWS puts the assassin's blade back in the hands of those who do it best: chicks. Plus she's hot – bonus.



BLOODRAYNE 2

Yet another redhead who burns in sunlight

It's an ugly fact that certain members of society look down on those with red hair, throwing vicious names at them like ginger, bluey, ginge, carrot top, blood-nut (a favourite here at the OPS2 bunker) and others. It's good to see then that *BloodRayne 2*, a kill-a-second hack and shooter, is back showing off its original crimson-haired vampire vixen. Insult this killer babe's hair and she'll happily slice your scalp off and transform you into a real 'red head'.

While the first game was set back in the '40s and had you chopping, hacking, and feeding off Nazi soldiers, this sequel is set in the current day and has you up against a family of vampires plotting to block the sun and overrun humanity.

Running with the baton from the first game, *BloodRayne 2* is about killing, killing and more killing. The level we played had Rayne hacking through a mysterious

European mansion, taking out scores of enemies with her blades and newly acquired (and upgradeable) dragon pistols that use blood as ammunition (the more damage your enemies take, the less blood they'll be able to contribute as ammo – nice). Also new to the series is a stack of combo attacks and upgradeable vampire abilities, like super speed, that compliment the reprised *Matrix*-inspired slow-mo powers and Blood Rage frenzies. The camera is fully player-controlled, offering a 360-degree view of proceedings and auto-centring on command. On the audio side, the heavy metal soundtrack is sounding cheesy yet somehow oh-so-appropriate; what is it about vampire chicks in bondage gear, anyway?

Boasting a stack of new improvements and a saucy hero, expect *BloodRayne 2* to be the centrefold of sexy action/adventure when it comes out in a few months. Book yourselves in for the review next issue. **James Ellis**



HANDS-ON

PLAYERS: 1
DISTRIBUTOR: VIVID
DEVELOPER: TERMINAL REALITY
WEBSITE: WWW.BLOODRAYNE2.COM
LAST SEEN: FIRST LOOK
RELEASE DATE: MAY

PERCENTAGE COMPLETE

90%

BLOOD RAYNE 2 is going to raise the stakes (excuse the pun) of the third-person, blade-and-gun-toting vampire minx genre. With all the cleavage, blood, and slow-mo thrills, we're obviously big fans. Get set for blood and fire, baby!

HANDS ON

PLAYERS: 1-2
 DISTRIBUTOR: EIDOS
 DEVELOPER: TRAVELLER'S TALES
 WEBSITE: WWW.EIDOS.COM
 LAST SEEN: OPS2#36
 RELEASE DATE: MAY

PERCENTAGE COMPLETE

80%

LEGO STAR WARS is shaping up a lot better than we anticipated. We've got no doubt the Force could be strong in this one – especially if you're still in Primary School.



ACTION-ADVENTURE

LEGO STAR WARS

A short time ago in a toy box not too far away...

If we had our way we'd have printed this preview in yellow and made you read it at night, holding the page against the starry sky on a slight angle – slowly moving it away from you. Then again if we had our way we'd be knee deep in Jelly, wrestling with topless women.

LEGO Star Wars has come a long way since we last saw it. The graphics are vibrant and colourful in a way only a world made of LEGO can be, and the sound and music have come directly from Lucasarts, so even with your eyes closed it's pure Star Wars.

The game will be divided into three parts – *The Phantom Menace*, *Attack of the Clones* and *Revenge of the Sith*. Each part is divided into seven levels representing key scenes from the films.

Once you get over the bizarre LEGO theme it's actually a lot of fun. It's simple and shallow but there's something deliciously childish about running down a hallway as a

three centimetre tall LEGO Obi-Wan wielding a toothpick-sized lightsabre.

Two-player co-op will also be on offer, which is good because neither one of you will be able to choke on a LEGO brick without the other noticing and calling for mum.

We only wish it was based on the original three films – you know, the ones George Lucas made before made before needed another Lamborghini. **— Luke Reilly**



BUILDING BLOCKS

All of the models in *LEGO Star Wars* are identical to their LEGO kit inspirations, so we guess if you had a fairly fat wallet you could actually purchase pretty much everything you see in the game. Whether or not you've got the time to build it all is a different question altogether. If you've ever wanted to zoom through a fleet of LEGO starships in a nimble LEGO starfighter and turn LEGO minifigs into a pile of arms and legs this is the game for you.

NEW SCREENS AND INFO

PLAYERS: 1
 DISTRIBUTOR: EA
 DEVELOPER: EUROCOM
 WEBSITE: WWW.EAGAMES.COM
 LAST SEEN: FIRST LOOK
 RELEASE DATE: JUNE

PERCENTAGE COMPLETE

50%

BATMAN BEGINS is looking to steal the superhero crown from *Spider-Man 2*. Packed with sophisticated stealth, bat-knuckled action, and Holmesian detective work, *Batman Begins* is shaping up nicer than a buck-naked Catwoman.



ACTION-ADVENTURE

BATMAN BEGINS

"Jingle bells, Batman smells, Robin ran away..."

As anyone who saw them can attest, the last two *Batman* films were about as welcome as a cow piddle under one's bed sheets. Instead of being about a dark detective plagued by inner demons, they were cheesy efforts reminiscent of the old Adam West TV series. Crucially, the good *Batman* films were inspired by Frank Miller's seminal *Dark Knight* comic series. Past videogames have been rubbish as well, as most of them were based on the aforementioned tripe. The good news is that the new *Batman* flick, *Batman Begins*, is looking a lot truer to the *Dark Knight* material than the last two affairs, and the spin-off game (released simultaneously with the film) is also promising to make up for the mistakes of the past by delivering something bat-tacular.

The quality and success of the *Spider-Man* and *X-Men* games seems to have encouraged developers to take

licensed superhero games seriously (*Catwoman* being the exception that proves the rule). So get the notions of mindless superhero beat 'em ups past out of your head and think about the essence of *Batman* and you'll start to appreciate the developer's vision. Early reports indicate that *Batman Begins* is going to play a little like *Splinter Cell*. Played from a third-person perspective, gamers will have to stalk enemies from the shadows and master famous gadgets like the batarang. You'll also be able to winch yourself up, down and around the game maps, perhaps even being able to cunningly lower yourself to the ground to snatch enemies up from above. Some spiffy screens (see above) have even got us working up a pants-sweat over the prospect of being able to glide around using the mighty bat-cape.

Sound promising? Oh yes. And best of all, that big girl's blouse Robin is nowhere in sight. **— James Ellis**





In the sky, there is only one rule: hunt or be hunted.
Ace Combat™: Squadron Leader

www.acecombatgame.com

namco

Ace Combat™: Squadron Leader & ©2004 Namco Ltd. NAMCO is a registered trademark of Namco Ltd. in Japan and other countries. Developed by Namco Games Inc. for PlayStation 2. All Rights Reserved. All trademarks and copyrights associated with the manufacturers, service, trade, trade names, logos and other marks are the property of their respective owners. sold and with such permission. 0414240101



fun,
anyone?
PlayStation 2



Grab a meat pie and VB and get ready to lace up for this year's footy season - we guarantee it'll be the best you've ever seen!



Next to videogames and passing out in a stranger's house, the average Aussie guy's favourite pastime is football. It doesn't matter if it's the high flying, acrobatic AFL or the hard hitting, bone crunching NRL; both leagues send fans into a frenzy of emotions including joy, sadness and heartache, with the last one commonly occurring with South Sydney fans. While there are a lot of differences between the codes, the one thing they do have in common is that their videogame counterparts haven't come close to capturing the feel of the sport. But that's all about to change.

NOW REALLY LIFELIKE

Now we know what you're thinking, why didn't we show any action shots from the game? Believe it or not, all the images you see here are in-game shots from both AFL 2006 and Rugby League 2. As you can see, you can actually make out Darren Lockyer's jersey, the stubble on Barry Hall's head and the clumps of gel Andrew

Johns forgot to mould in to his hair. AFL fans get an extra visual treat with the Face Masking feature similar to the one used in *This Is Football 2005*, see Face Off. NRL fans don't exactly miss out though. To help make the players look and move as realistic as possible in *Rugby League 2*, HES has brought in the visual FX wizards from *The Lord Of The Rings* films, Weta Digital. We figure that if these guys can make a purely digital character like Gollum look and act like a real person, then they can as sure as hell make Preston Campbell dart around the virtual field just like he does in real life. Weta Digital has even been going to various training sessions to study the footballers' every single move like a stalker in the bushes. Weta's focus has been to capture the little details like playing the ball, passing techniques and ball handling (which has nothing to do with the ball handling Nick does after hours). So by the looks of things, HES is doing everything in its power to make *Rugby League 2* look and feel exactly like the real thing.

AWESOME FOOTBALL LEAGUE

Development studio IR Gurus is also trying to do the same thing with AFL 2006. Anyone who played the previous AFL titles would have remembered kicking their controller for a six pointer on many occasions due to the shocking controls and terrible response times. For AFL 2006, IR Gurus has implemented new development tools to improve player resemblances, game

Words: Paul Frew

FORN!



animations and player artificial intelligence. This basically fixes everything that was wrong with *AFL 2004 Premiership Edition*. So if you haven't already, try and forget about every horrible memory you had about the previous AFL titles. Everything from high flying marks to torpedo bombs in *AFL 2006* will look and feel exactly like it does when you watch it at home.

But don't get too excited, because if you've ever watched AFL then you know it's not an easy game to play, and that's exactly how it will be in the videogame. Forget the days when you used to win matches by 200 points. You'll now have to fight, kick and claw your way to victory every single time, unless you're playing Richmond. You'll also need to use the skills of all your players on the field and have at least some kind of strategy if you want to come out on top. If you've been starving for an AFL game like this ever since Justin Charles donned his jersey then you're never going to be hungry again.

THE MAIN GAME

Besides the slick graphics and tight gameplay, you'll also notice some major changes during the season modes in both games. The major changes in the NRL season for *Rugby League 2* will be the inclusion of new rules and tactics. Now when you're on defence you'll have options besides just smashing your opponent to the ground and grinding his face into the turf. This time around

you'll be able to drive your shoulder deep into the other guy's sternum or strip the ball from his hands and run with it like *Forrest Gump*. You may not be able to get away with it every single time, and we're sure your opponents will try these tactics on you just as frequently as you do, but again it's these little things that will make the game feel more realistic.

Offence wise you'll also have a bunch of new features to play with. One new option is the ability to dive on or continue to kick the loose ball rather than just pick it up. Don't expect to get away with playing like you do in *Pro Evolution Soccer* because it only takes one wrong bounce for the opposition to pick up the ball and embarrass you as badly as the time Luke showed up to a *Star Trek* convention dressed as Chewbacca. But the most exciting new feature would have to be the "pass to the playmaker" option. It doesn't matter if it's Kimmorley, Anasta or Gower, they'll all light it up like New Years Eve on Sydney Harbour. We're not completely sure how often you'll be able to use the feature, but we're guessing it'll be limited to maybe one or two times per game.

For its part, *AFL 2006* will feature two sets of rules. There will



FUN FACT!

Weta Digital is currently recruiting for King Kong and other projects. If you think you're a visual FX guru then visit www.wetadigital.com

be your regular season rules and then there will be the more exciting Wizard Cup rules. The nine point goal is definitely a favourite around here but don't expect it to be as easy to pull off as it was in *AFL 2004 Premiership Edition*. In that game you could grab a guy from the parking lot and get him to kick the goal every single time. This time you'll need your best kickers to make the distance otherwise you'll fall short and the opposition will make your pay for it. Just like in real life.

FRANCHISE PLAYER

Rugby League 2's biggest feature this time around has to be the new multi-

year franchise mode. If you've ever wanted to run your own NRL team then now's your chance. Here you'll look after player contract management, injuries and even have a part in selecting players for mid season representative games. These are games like City vs Country, Anzac Test and everyone's favourite, State of Origin. You'll control it all. Make the right decisions and you could be crowing just like the Roosters, but make the wrong decisions and you'll start collecting wooden spoons like you're Jamie Oliver. Salary cap will also be an issue during the season mode. You'll have to keep an eye on your budget to make sure you don't spend over your amount. Otherwise you might find yourself in a position similar to the Bulldogs – one week they were on top of the ladder and then the next they were hanging out with Manly at the bottom. So it's best not to go on a spending spree as soon as you start the mode.

One thing we'd like to see added to this mode is a way to keep an eye on player emotions. For example, whether they're happy with management decisions or pissed off because they're not giving them enough game time. You would need to constantly make sure

all your players are happy otherwise they'll want to get out of their contract. This would give you a real feeling of what it's like to be in charge of a NRL team. One thing we do know is that you will have to keep an eye on is your player's behavior on the field. A high tackle, argument with the ref or spear tackle will send your player to the judiciary. No word on whether or not you'll get sued like the Storm did over the Jarrod McCracken case, but your boy could miss a bunch of games depending on the severity of the situation. While *AFL 2006* will not feature a franchise mode like *Rugby League 2*, it will also have a judiciary system in place in the event you miss the ball and accidentally kick your opponents head for a goal.

TIME TO GET ONLINE

Now this is where business picks up. For the first time in either code, both *Rugby League 2* and *AFL 2006* will feature online play. So if you don't have your network adapter yet then you better go and pick one up pronto. *AFL 2006* will not only feature head-to-head competition over the world wide web but also co-operative play. We're not sure how many players are



Time to add the extras



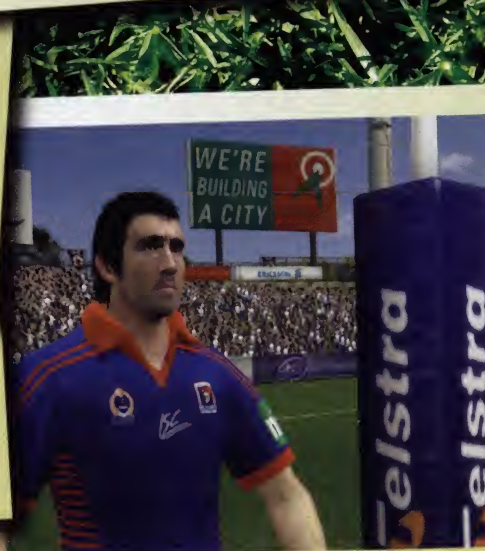
Ever wondered who would win a fight between a tiger and a bronco?



It's the V-man, ready for action

Vitamin V

The Voss man, Andrew Voss, is back in the commentary box for *Rugby League 2* and doing his bit to make sure the game is going to be just as good as the real thing. "The first time around I had no idea what to expect and I was kind of freaked out about it," said Voss. "This time around I've been able to add some input in to the game, especially where it comes to commentary. We've tried to make it sound a lot more like a Channel 9 commentated game. Last time around we had around 25 ways to describe a tackle. But after the game was released and we played it, we realised we needed at least three times as many. Especially for the good players as they're the ones who'll win games by 100 points every time and during that time they'll hear the same line 50 times. For [*Rugby League 2*], we've got at least 110 different ways to describe a tackle so it doesn't get repetitive. [HES] is paying attention to the smallest details this time around and from what I know about it, it's going to be a 100% improvement on the previous game."



FUN FACT!

IR Gurus was also behind the arcade flight sim *Heroes of the Pacific*. Don't remember it? Neither do we.

allowed per side

but the thought of having 17 mates alongside you taking on another 18 guys gets us on more excited than the prospect of a night with Brooke Burke.

As for *Rugby League 2*, little is known about its online modes. We know there will be a head-to-head mode but there's been no confirmation for co-operative play. What we do know is that player rankings and statistics will be kept. Imagine competing every year for the minor premiership and at the end of season competing for a spot in an online grand final. In October, you'll be doing just that. Finally you'll be able to play football anytime you want. Rain, hail or shine.

GET READY TO KICKOFF

We can no longer make the excuse that Australian games are nothing but low budget and low quality games. After the success of games like *Transformers* and *Ty 2*, Aussie games are starting to get the recognition they deserve. AFL 2006 and *Rugby League 2* will continue to build on

this. Whether you're a fan who only watches the football every now and then or if you're one of those guys who travels all around Australia to

watch their favourite team kick ass, we guarantee you are going to enjoy these games. While there's not exactly a lot of competition for either game (besides getting on the actual field yourself) nothing else comes to close to how well these games capture our sport. Both studios are putting in huge amounts of work to ensure they're as good as they can be. Throw online play in to the scrum and it opens up a whole new world of possibilities. It doesn't matter if you're too fat, too thin, have a bad knee or play football as badly as Nick, if you can play your PS2 and have a network adapter then you can play football online.

That's the best thing about both games – that anyone can play. But there's no point training on the previous installments of either game. AFL 2006 and *Rugby League 2* are completely different games to their counterparts. So strap on your boots, start stretching and get ready for the next generation! ▶

Face Off

Ever wanted to play in an AFL game? Ever thought you could make a difference in a tight game only if you could jump the fence and dodge security? Now you can thanks to Digimask. It's this simple.

Step 1 – Look good

Have a shave, put some gel in your hair and clean yourself up. You're going to be running past cheerleaders and the only way you're going to get any action from these cheerleaders is if you look good.

Step 2 – Hook up your Eyetoy

Plug it in, turn on your PS2 and line yourself up with the camera. Take the shot and save it.

Step 3 – Slap it on

Put your face on the created player. Make sure you boost the stats up a bit so you're the best on the field.

Step 4 – Kick some ass

Select your team, get your kit on and get out on the pitch. Don't forget the cheerleader's phone number. Whammy!



Gaming Gurus

We tackled AFL 2006's Director Andrew Niere for the scoop on how he and the IR Gurus team pulled it off!

OPS2: What feature are you most excited about?

AN: With an Eyetoy camera you can add yourself into the game as a rookie and play an entire AFL career, going for the Brownlow Medal or trying to win a Premiership. Oh, and of course there's full network play.

OPS2: Has anything from the previous games been kept?

AN: Nope. Not even the texture for the grass. We wanted everything to be fresh this time around. If we've kept anything it might be one or two priceless comments from star commentator Denis Commetti – "centremetre perfect" perhaps?

OPS2: Will there be any off-season parties in the game?

AN: We're saving that for next version – we'll have to follow some of the players around to do some research into post-season antics. We're not sure how easy it would be to do motion capture in the bar or by the pool though.

OPS2: How does the judiciary system work?

AN: The same way as the new AFL tribunal. Players get to accept an automatic match penalty if they plead guilty, otherwise they have to face the tribunal. It's a system of demerit points, where each crunch, punch or off play bump comes with its own demerit point value and corresponding match penalty.

OPS2: What's been the hardest thing about creating the game?

AN: Capturing the dynamism of AFL. It's so free-flowing that sometimes you wish the players on screen could do as much as their real-life counterparts. Don't get me wrong, you can still take screamers, snap kick from the boundary or kick a goal from outside 50, but I think there's always a constant desire to make it more and more realistic.





Indy's always looking for an excuse to whip it out



"Hahaha. The old flamethrower trick. Good one"



"Wow, that really is firm. You must workout"



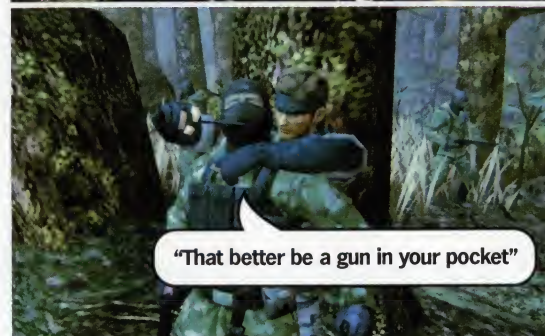
"I wish my wife was this dirty"



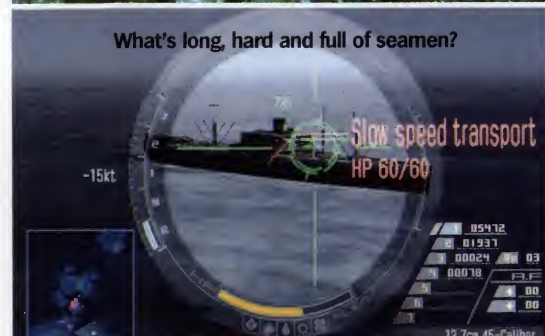
"Hey baby, ever been rammed from behind?"



"Don't just stand there kissing your rifles - start shooting"



"That better be a gun in your pocket"

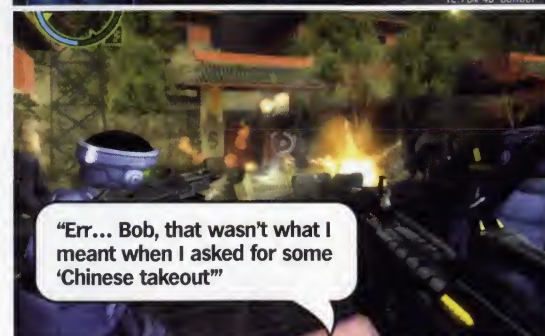


What's long, hard and full of seamen?

Slow speed transport
HP 60/60



Man's best friend chases Kiwi's best friend



"Err... Bob, that wasn't what I meant when I asked for some 'Chinese takeout'"



"Baby, I want to rearrange the alphabet so 'U' and 'I' are together"



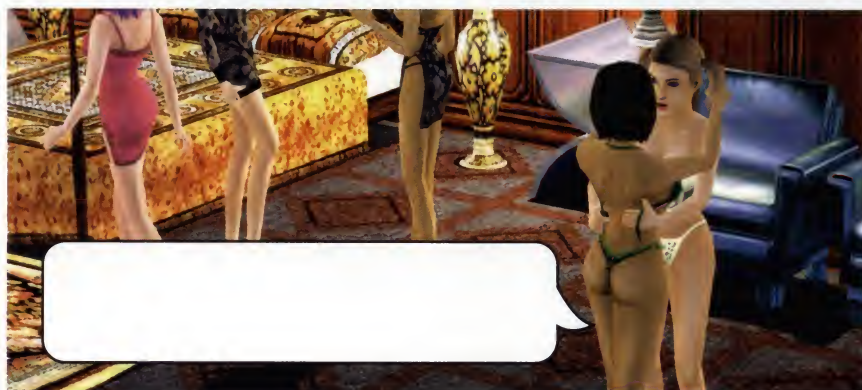
"She swore she was 16 - honest"

Laugh it up

They do say laughter is the best medicine. We sure felt fantastic after the hours we spent in hysterics when we stumbled across Luke's audition tape for *Big Brother*. We didn't even know you could train armadillos to do that with ping pong balls... But enough about us. Sit back and have a chuckle at the captioning chicanery. We've been through the last 38 issues of *OPS2* and gathered up the best of the best captioning has to offer. On top of that we're even giving away a free copy of the Game of the Month, *Splinter Cell: Chaos Theory*, for the best reader caption. Enjoy...

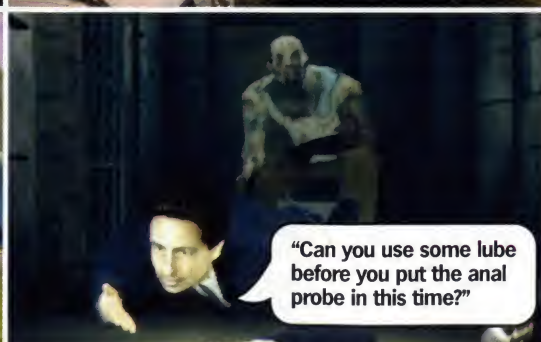
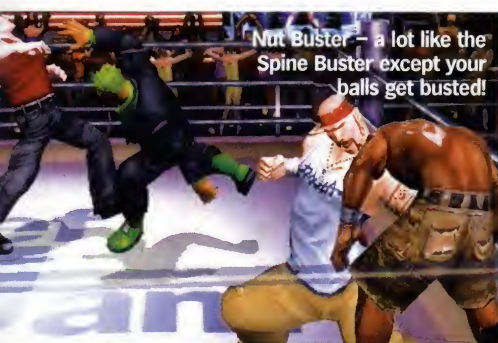


Fill in the speech bubble and **WIN!**



Playboy: **The Mansion**

Write a funny speech bubble for this screen and win a copy of *Splinter Cell: Chaos Theory*. Mark entries "comic genius" and send them to the usual address. Details on how to enter can be found on page 15.





Attack of the fo

Prep your flying saucer, arm your disintegration gun and
DESTROY ALL HUMANS!



There are aliens in Queensland. Grey ones with anal probes. Trust us, they're there. In fact, we narrowly avoided copping one of the said probes up our own extra terrestrial. And it all happened at Pandemic Studios Brisbane, the lair where a bunch of Martian-mad developers are brushing the final layer of polish onto their original third-person actionboof, *Destroy All Humans!* We recently got to sit down with a near-complete build of the game and give it a right rogering. The game, set in 1950s vanilla America, sees you take on the role of Crypto, a grumpy little Invading alien with an instant disdain for us inferior life forms. He's been sent to Earth along with his superior officer, Pox, to investigate the possible crash of fellow alien Furon. The next thing you know the two have decided to take over Earth and destroy all humans. The bastards.

The humour here is key. Just listening to Pox

(voiced brilliantly by Richard Steven Horvitz from cult cartoon *Invader Zim*) explain the game's basic controls is enough to spawn a room full of imitators. If we could perfectly replicate the voice, we'd use it around the office, in meetings, when buying our lunch, and even when fending off the fuzz. Everything is funnier because of it. The development team cheekily pointed out that the game's humour could be summed up in an early scene where Crypto attempts a discussion with a cow. Believing it to be the planet's main species, the edgy Crypto asks if it's happy with the Furons taking over their planet. The cow throws out a few moos then turns around and throws a turd out of its bovine blow hole. Yes it's gross, yes it's tongue-in-cheek and juvenile – yes, it's perfect for a videogame. What? You thought games were high brow?

There's something comedic about the action in the game as well. Basically, the game features two modes

of play: one where you control Crypto on foot (like most third-person shooters), and the second where you jump in a UFO and rain hell and mayhem down from a top-down view. Most of the missions allow you to jump in and out of your UFO at will, provided you can get yourself to the required landing sites. What this effectively means is that you can raise chaos on the ground, prompting the military to eventually turn up (in the same way the military rocks up in *GTA* if you cause too much grief). You can now exit your craft to try and take on the scores of tanks, trucks, and soldiers on foot. Or you can just have fun hassling the local authorities before jumping back in your saucer to take them down from the sky.

What torturous weapons of mass destruction are built into your spinning top? The Death Ray is your standard saucer weapon, firing out a red stream of, well, death on your targets. You've got to let it



Mr-foot Martian!

recharge every now and then, as it overheats, but that just gives you some time to consider your next target. Next up is the Sonic Boom. These blue pellets cause a huge concussive blast where they're dropped, flipping cars and tanks right over. If you're more interested in blowing stuff up, however, you'll want the Quantum Deconstructor. At one point we found our saucer under attack by a pack of tanks – which all happened to be bunched together. We fired our QD, unleashing a speeding green blob towards our target. Like a huge explosive bubble, it demolished all the tanks in a single awe-inducing strike. So far, it's the most powerful UFO weapon we've seen. The most scandalicious weapon of them all, however, is the Abductor Beam. Mwuhahahahaha, Earthlings! This shoots out beneath your ship and can pick up anything not bolted to the ground. We're talking tanks, cars, cows, chickens – almost anything. For instance, during our assault on The White House we destroyed the Washington Monument (that big Ancient Egyptian-looking obelisk) before picking it up in our beam and using it to bash down waves of cop cars. During another level we burnt down a Ferrari wheel before picking it up and shaking it around like Paul's bum at an all-you-can-drink dance party. Basically, if you can see it, you can hurl it.

After you do whatever you have to do in each mission, either on foot or in the UFO, the game shifts to a "sandbox" mode. Like the GTA games and the recent *Mercenaries*, this is where the game cuts off its leash,

giving you freedom to roam the environment and tackle a few non-essential tasks. We also enjoyed the game's *Rampage*-esque bouts. These give Crypto a set number of humans to kill within a certain time limit. However, these sorts of side quests were all-too-few in number. Hopefully Pandemic will be able to include more before the game is completed.

Despite all the flying saucer action and sub-quests, most of the time you're playing *Destroy All Humans!* you'll be on foot tackling a mission. To get the job done you'll use stealth, alien firepower or a mixture of both. First, let's talk firepower. Crypto, being from an advanced alien race, has come to Earth packing more heat than an American High School student. The Zap-O-Matic is your standard weapon. It fires out a bolt of electricity that turns humans into Kentucky Fried Chicken, though what we love about it most is the lip-blubbering sounds the electrified victims make as they're cooking up. More powerful still is the Disintegrator gun. Shoot humans with one of these and you can watch their flesh literally fall off their bones before anything remains turns into dust. It's reminiscent of the classic weapon used by the Looney Tunes character Marvin the Martian – whom we all aspire to be like (we just love his space dress).

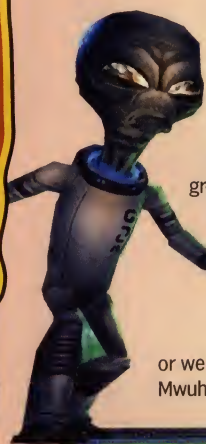
Advanced creatures that they are, Furors have mastered a bunch of psychic skills that go far beyond reading a few tealeaves or telling you "you'll meet someone important this month." Crypto can

do a bunch of things using his oversized grey noggin, the most obvious being the ability to levitate objects through the air (see Crypto's Lesson On Levitation, overleaf). Getting back to the stealth, Crypto can hypnotize various humans into doing a bunch of things, from causing a distraction by performing a silly dance (a lot like what Luke does when he's too busy to hit the mens' room) to following Crypto to a given point on the map. If you're in close proximity to a human, you can even take on their form using special holographic technology, enabling you to slip past guards and get into heavily guarded areas. We tried this a few times, but discovered that not all the humans in *DAH!* are as dumb as a brain-dead dog, with police and G-men becoming suspicious as we moved into their view wearing our disguise.

This is shown on screen by Crypto's holographic cover flashing red while ▶



Crypto's lesson on levitation



Warning feeble humans. Your paltry firearms are no match for the mental powers of a Furon soldier. Not only do we have superior arms, but using our mind we can pluck your primitive bodies up from the ground, dangle you in mid air till you call for your saggy-skinned mother, and then toss you to oblivion. Your vehicles – most of which still rely on the wheel – are also subject to our dominant gravity-crushing power. Flee or we shall drop cars on your heads. Mwuhahahaha. MWUHAAAAHAHAHA!



Celluloid Inspiration



War of the Worlds (1953)

Based on Orson Wells' infamous radio story, *War of the Worlds* sees fleets of Martians invade Earth in flying saucers! Each major city is destroyed one after another while the human race is powerless to stop them. It's seemingly the apocalypse until the Almighty Himself balls the planet out.



Mars Attacks! (1996)

Tim Burton's spoof salute to '50s sci-fi is about as close to *Destroy All Humans!* as you can get. Apart from specific character names, you could almost say they're one and the same franchise. It's packed with grinning Martians running around disintegrating folk and features an all-star cast.



Invasion of the Body Snatchers (1956)

Surprise, surprise – this film is about aliens sneaking on down to God's green Earth to possess human bodies. Again, it's set in a small country town. Originally they had to change the ending because it was too scary for the time.



Invaders From Mars (1953)

Back in the '50s paranoia was in vogue. This one sees the film's hero noting strange behaviour by his fellow townsfolk following a UFO sighting. Can he find out what's going on? Or will he become... one of "them".



Forbidden Planet (1956)

A group of space explorers investigate a colony whose population has been killed off by a mysterious roaming alien. Only two inhabitants have survived – Dr. Morbius and his daughter Altaira, but are they telling the crew everything?



Plan Nine From Outer Space (1959)

Considered Ed-Wood tripe, this flick is about a desperate alien race whose first eight attempts to conquer Earth have failed. Their ninth attempt involves reanimating human corpses.



▶ a bar at the side of the screen, called the Awareness Meter, flickers to indicate how close the authorities are to discovering the ruse. Oh, the tension. Apart from the holographic disguise, Crypto also practices telepathy and is able to read the minds of people and animals. Usually there's not much going on upstairs in these game folk, but at certain points in the game, reading the right person's mind will yield passwords necessary to continue on.

Of course you could always use your evolved alien cerebrum for something slightly more sophisticated – something for the long-term good of your race.

It turns out that embedded in the biological coding of every human on the planet is a strand of flawless Furon DNA. Thousands of years ago a bunch of Furons, whose DNA was pure, got a bit randy in the middle of a space flight and so descended to Earth for some humanoid rumpy-pumpy. It turns out they forever altered humankind's DNA. The current Furons, unfortunately, have found

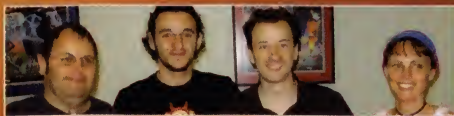
that their DNA has become contaminated and now seek samples of this perfect DNA from humankind. Long story short, you need to use your mind powers to extract human brain stems. Yes, it causes the human's head to explode into a bloody pulp, but by gathering stems Crypto can upgrade his mind powers and weapons. It's all about priorities. It's all about gameplay.

Yeah, right. Being the shallow people we are, we just want pretty graphics. We care about looks, instant attraction from across the games room, lust at first sight – all that jive. Too many games these days are smattered with drab textures, murky design and colour palettes based on brown. They just don't seem to strive towards vibrancy. Fortunately *Destroy All Humans!* fancies itself as a bit of a gaming cover girl, showing off some of the most colourful and enticing visuals seen on the system. It's a fruit bowl for the eyes. Most of the levels are set outdoors at various times of the day showcasing some glorious soft lighting effects. The first level of the game sees Crypto landing on a serene farm at what looks like daybreak. The grass, whose blades lean with the wind, is a living green, the sky is layered with soft split clouds yawning under its free roof, and all the while an orange tinge from the country sunrise stretches out to the fleeting dank shadows left



Interview all developers!

OPS2 sits down with some important blokes to talk alien gaming.



OPS2: What games have influenced *DAH!*?

Brad Welch (game director): For the UFO levels we were influenced a lot by old 2D shooters – *Raiden*, etc. With the alien mode there were a lot of different influences. *GTA* was obviously an influence. With the shooter side of it, Pandemic's own *Mercenaries* was obviously an influence as well. Other than that, there wasn't that many other specific games – a lot of the time we were treading on uncharted territory.

OPS2: Are there any fears when bringing something original to market?

Derek Proud (THQ producer): There have been some really great games that have flopped commercially – even recently with *Beyond Good And Evil*. There's always that fear. With *DAH!* there's a number of steps we've

taken to alleviate that. For instance, we've set the game on Earth and packed in cultural references to ground the game and make it appealing. But there's always a good deal of uncertainty with this sort of thing.

Gordon Moyes (producer): It's always tough to bring an original product to market – especially where you're going up against games the public knows. That's why having strong marketing assistance is vital. THQ's marketing dept has really helped us out.

OPS2: Working under a large publisher like THQ, have you ever felt pressure from up top to do certain things with your product?

Derek Proud: While we (THQ) have helped this project along, it's creatively something that Pandemic has come up with. We consider ourselves a nurturing force rather than an invasive one. These guys are incredibly talented and we want to make sure they can be all they can be.

Brad Welch: Yeah, there's been no controlling pressure; it's been a collaborative pressure to make *DAH!* better. We've had a really good relationship.

by the night before. Yeah, it looks good. It's time to kill! Crypto's huddling character model generates the sort of self-gratifying sniggers reserved for observing small stout men marching along with inflated self-opinions. He's small, devious, and utterly diabolical – a thrill to watch as he lights up the morning with his Zap-O-Matic, frying a nearby farmer with extreme prejudice. Even the more urban areas are suitably impressive. Watching your UFO glide around above cityscapes as you tear down houses with your Death Ray is poetry in motion, while plucking skidding cars off the ground as they're headed right towards you, their drivers abandoning ship mid air, is another chance for the game to show off its eye candy.

The slick visuals, off-the-wall humour and kooky play mechanics result in a unique gameplay experience – certainly it's anything but generic. One level we played (brilliantly titled *Earth Girls Are Delicious*) saw Crypto needing to sneak into a fair and find the dumbest human there to take back to his saucer for an anal probe. We quickly adopted a hologram disguise and headed into the grounds, scanning every human we could lay our big bulging peepers on. One guy had even forgotten his own address. But our search ended when we entered into the main tent of the fair and spotted the Miss Rockwell pageant winner: a pair of hooters on legs. The idea of anal

probing her, er... anyway, we hypnotised her and started leading her back to our craft. Along the way, unfortunately, the local heat got suspicious of our holographic disguise and we were forced into a human-melting shootout. After the threats were taken care of, we again hypnotised Miss Rockwell and led her back to our UFO unhindered for a touch of posterior pummelling. Sweet. The only drawback was that Pandemic was keeping the exact details of the anal probe under tight wraps. We're guessing (hoping!) it'll be a weapon you can use, but just what precisely it does – and more interestingly, what it looks like while it does what it does – remains a total mystery.

Top-notch graphics – check. Knee-knocking sense of humour – check. Cool gameplay – check. Things are looking promising for *Destroy All Humans!* at this stage of development. Hopefully it'll live up to its potential, avoiding giving itself an anal probe while showcasing some quality Australian game development to the global industry. Expect the full review very soon. 

Ruletheskies

Take heed puny humans. While you are limited to lumbering around on your over-sized base appendages, we Furons have mastered the art of flight, carrying with us at all times a jetpack enabling us to scale to large heights and attack you from the roofs of your very own houses. Walls, fences, gates – they are no obstacles for us. We can even unleash our otherworldly attacks on you while we are flying. You see, we are TOTALLY DOMINANT! RESISTANCE IS USELESS! ALL YOUR BASE ARE BELONG TO US!



Primitive humans – always walking



What is this ridiculous symbol?



MAYDAY. MAYDAY.

IN THE THROES OF AN ARCTIC STORM, DISTRESS SIGNALS ARE SENT FROM A MYSTERIOUS RUSSIAN WHALER. AS COAST GUARD VETERAN TOM HANSEN, YOU BOARD TO INVESTIGATE AND DISCOVER UNTHINKABLE HORRORS LURKING BELOW THE SHIP'S BLOODSTAINED DECKS.



HURRICANE FORCE WINDS



LETHAL WEAPONS



HEAD SHOTS !



WWW.COLDFEARGAME.COM



UBISOFT

DARKWORKS

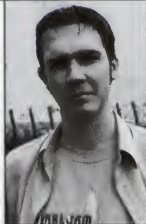


PlayStation 2

COLD FEAR

© 2005 Ubisoft Entertainment All Rights Reserved. Cold Fear, Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. Developed by Darkworks. "PlayStation" and "PlayStation" logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. All other trademarks and trade names are the property of their respective owners.

Play-test



WELCOME!

We thought it was bad enough when James was obsessed with *Snake Eater*, but now he thinks he's Sam Fisher – he's always looking for places to hide. Naz and I were playing *Rugby 2005* for hours before

we realised James was still in the gamesroom, hiding behind the curtain wearing camo face-paint and a pair of green-tinted swimming goggles on his forehead. He even put a courier in a headlock and interrogated him! We really have to stop giving him stealth games...

LUKE REILLY
STAFF WRITER

REVIEW CHARTER

FACT: OFFICIAL PLAYSTATION 2 MAGAZINE'S reviews are the best in the business. Our squad of reviewers play the games longer, harder and better than anyone. And we love what we do.

It's this dedication that means you can trust our comments and scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion. Our experienced reviewers have written for the game industry's most revered publications, both here in Australia and overseas. Rest assured that these are opinions you can trust.

REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

- 10/10** Nigh on revolutionary. A game that could change the face of gaming forever
- 09/10** A truly astonishing game. If you have a PlayStation 2, you need this now
- 08/10** Highly recommended
- 07/10** Good, solid fare that's definitely well worth a look
- 06/10** Better than average, and ideal for hardcore fans of the genre
- 05/10** An average game
- 04/10** Poor, but still with the odd moment
- 03/10** Extremely disappointing
- 02/10** To be avoided
- 01/10** Beer mat

THE OPS2 AWARDS

We don't hand out high scores for nothing, so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.



The Gold Award is a rare gem and only to be given to games that score that magic 10/10. This score indicates gaming of simply incredible quality!



The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!



The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.



RUGBY 2005

Strap on your boots and prepare to have your face stomped on. Repeatedly

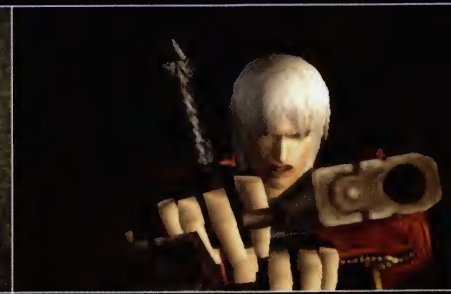
56



SPLINTER CELL: CHAOS THEORY

Sneakier than a greased-up snake? Find out here!

60



DEVIL MAY CRY 3

Nobody calls Dante a crybaby!

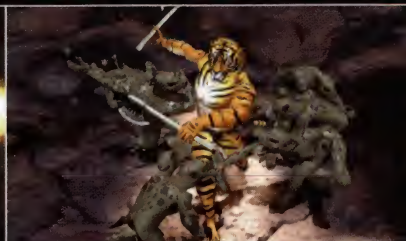
64



BROTHERS IN ARMS

Earn those jump wings trooper!

68



CHAMPIONS 2

Proving 'action RPG' isn't an oxymoron!

70



COLD FEAR

Bring a coat and rug up!

73



It takes some mighty big cojones to pack in against the All Blacks



"Our home is girt by sea? What the hell does 'girt' mean anyway man?"



"You grope his bum and I'll bite him on the back of the ankle. Perfect!"



EA SPORTS

RUGBY 2005

Wanna be a Wallaby? Look no further gents...

DETAILS

DISTRIBUTOR: EA
DEVELOPER: HB STUDIOS
PRICE: \$99.95
PLAYERS: 1-4
OUT: MARCH
WEBSITE: WWW.EASPORTSRUGBY.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
ONLINE: NO
BETTER THAN
RUGBY 2004
WORSE THAN
ESPN NFL 2K5

BACK STORY

Located in Nova Scotia, Canada, HB Studios has been responsible for three PS2 games over the past few years. They haven't really been that easy on the eyes, but Cricket 2002 went straight to number one in Australia, as did Rugby 2004. Cricket 2004 even managed to claw its way to second spot. It has taken a while for EA to warm to these non-US sports but they've finally given HB Studios access to top-of-the-line technology for Rugby 2005.

Picture this – your older brother is dating a particularly average girl. She's not really that much fun, she doesn't look too crash hot and she's got little to keep anyone interested. However, one night he unexpectedly shows up at the front door with somebody totally new. He's ditched the boring old minger and replaced her with a total stunner. She's bright, funny and so hot she causes third-degree burns at fifty paces. She's even great fun when you've got a few mates around... you can probably see where we're going with this, so we'll give it up before the analogy gets too dirty.

Anyhow, this is exactly how we felt when we booted up *Rugby 2005*. *Rugby 2004* was the kind of game that got more ugly the more you played it, but the cosmetic differences between *Rugby 2004* and *Rugby 2005* are absolutely astounding. In fact, they're so astounding it's difficult to believe the two games are even related. They're more like second cousins, twice removed. Or maybe three times removed. Yearly versions of the *Madden* series generally look about as different as the Olsen twins, but *Rugby 2005* must have skipped about six rungs on the evolutionary ladder to end up looking this good.

WE HAVE THE TECHNOLOGY

EA has finally given HB Studios access to the technology that drives games like *FIFA* and the results are fantastic. *Rugby 2005* doesn't quite match its peers for detail, but it does have more players and action on screen than any other EA Sports title, so we guess some concessions are unavoidable. *Rugby 2005* boasts entirely new player models and player likenesses, so you'll be able to actually recognize star players from their scowling faces or trademark locks. The stadiums have been lavished with just as much detail as the players on field and the crowds have grown from multi-coloured dots in a primordial soup to a sea of cheering fans. Perhaps it's only because last year's incarnation resembled a dropped pie with sauce, but we haven't been this surprised at how spiffy something looked since we last went to the beach with Michelle.

The animations have all been overhauled too. Some extensive motion capture at HB Studios (using Canadian

LAB TEST

What they nailed this time

Great presentation and vastly improved graphics

What they need to fix

The AI is still a little ropery at times



YOU SAY POTATO, I SAY POTATO

Repeat after us: prop, hooker, fly half, winger
Or in Welsh: rhen flaen, bachwyr, mewnwyr, cefnwyr
And to think they call soccer the 'world game'...



rugby players and the visiting New Zealand All Maori team has resulted in a comprehensive list of vertebrae-twisting, arm-snapping, neck-crushing moves, most of which are uncannily similar to real rugby. They've done an admirable job recreating the high impact collisions and barnstorming charges of the actual sport. Both legal and illegal moves have been included, but sadly there's no NHL-style biffo you can activate after a cowardly ankle tap. A shame that.

Unfortunately, most of the time the camera is positioned well away from the field so you can actually see what's going on, meaning you may miss some of the best action from your nosebleed seat above the ground. This is where the enhanced replay controls come in. They're great to use just after you've buried a mate into the turf. Don't be concerned about the lack of detail from afar – if you zoom in it all looks as good as the screenshots suggest.


Rugby 2005 features all the international and Super 12 teams, European teams and even representative teams like Australia A and the New Zealand All Maoris. There's no shortage of championships and tours either, from the World Championship, the 6 Nations and the 10 Nations to the Bledisloe Cup, the Lions Tour, the Heineken/European Cup and more.

Even if you're familiar with Rugby 2004, the training mode is an essential visit before you get started. You'll be brought up to speed on the basics of passing, kicking and set plays, and with a little patience you'll be an expert in no time. If you need a refresher of the rules of rugby or if you're a new convert to the sport, you can head to Rugby 101. Rugby 101 is a bunch of training movies that outline rules and tactics. It'll be useful for those who don't know an All Black from a Springbok, but we're probably not alone in assuming most people who grab a copy of Rugby 2005 will have at least a basic understanding



of which way to run and what to do with their balls. It seems Rugby 101 is more an instructional movie for Americans who still have trouble realising the rest of the world plays football without helmets or a break every 20 seconds. But maybe we're just being cynical. The US team is one of the most statistically challenged teams in the game though, so maybe Rugby 101 isn't such a bad thing for them after all. It's hilarious to watch Americans try to comprehend Rugby – you can practically hear their minds liquefying as they attempt to process it. "What do you mean you can't pass the ball forwards?" they exclaim in complete confusion. Ah, good times.

MORE BALLS

While a few elements of Rugby 2005's controls still seem a little stilted, it's far more fluid than both of its predecessors. While there are occasional letdowns in terms of AI it remains smooth and consistent. Where Rugby 2005 succeeds best is in translating the quick pace of the real game into the digital world, something Rugby 2004 had a real problem doing. The stop/start mechanic of selecting formations and plays has been ditched in favour of an on-the-fly play calling system. Using the D-pad you can quickly choose your plan of attack at key match moments. You can really feel the momentum build as you charge up field, make clearing kicks under pressure or hold out the opposition on your goal line. The controls this time around are far easier to use and players generally respond how they should. Adding players to the ruck is as easy as mashing , passing to forwards and backs uses the shoulder buttons and the face buttons are allocated to kicks. The right stick is used to control your fends and sidesteps. Push it in the same direction as you're pushing the left stick and your player will fend, push it perpendicular to the left stick and he'll sidestep. These moves aren't totally necessary to excel, but they do give you a better chance of avoiding tackles and breaking into some open field. You'll also need to think ahead – do you add more players to the breakdown to try and gain possession but risk leaving a gap the size of Denmark in your defences? Scrums and lineouts are also tactical affairs but are handled with far more aplomb than previously and are relatively easy to master.

BACK IN BLACK

In order to achieve maximum authenticity HB Studios invited the New Zealand All Maori team to do the motion capture and voice work for the Haka, the traditional war dance performed by the All Blacks before a match. The work was humbly carried out with the cooperation of NZRU and is far from just a gimmick. If you're a Kiwi we know you won't skip it, and even if you're not – it's still worth watching. Despite the fact Carlos Spencer's eyebrows look like they're having a seizure, a match involving the All Blacks isn't the same without the Haka.





THE HISTORY OF RUGBY
Ball-in-hand sports have been traced back for centuries, from Ireland to Wales, Maori tribes to Inuits, but the first Rugby Football Union was formed in 1871.

GET YOUR KICKS

Rugby 2005 was developed in only a year and while EA has made giant steps there are a few problems that have plagued the series from the outset. Computer-controlled players still have an annoying habit of running parallel to escaping opposition players rather than tackling them, your halfback has the ability to occasionally 'pass' the ball 45 metres back into your own territory to nobody, and kicks sometimes seem to confuse all 30 players on the turf. It's also hard to make a drop goal with the default camera, but one of the bigger problems you'll face is keeping your players onside. Until you get used to the controls there's a strong chance you'll get yourself penalised more often than James has hot dates. In our first hour or so of play we did it more times that we could count. After we ran out of fingers and toes we just stopped keeping track.

The commentary is all new, but it's still a little weak compared to other sports titles from the EA stable. A little more time could've seen it flow much better, but for now it's a little like a train announcement – disjointed, repetitive and late. You can be splayed out on the deck with a mouthful of grass and somebody's stud up your nostril before they exclaim about the break you just made. The good news is that in terms of sound design the commentary is the only weak point. The on-field effects are great and the action sounds eerily authentic. The referee barks orders and your teammates shout for you to get onside. The dynamic crowds respond to the match they're watching by cheering at all the appropriate times and even breaking into song. When you're playing in Australia and hear 40,000 voices chanting "Waltzing Matilda" it takes a heart of stone not to feel a chill down the spine.

What's lacking, though, is any franchise or career mode. You can create custom tournaments, but no franchise mode

means single player longevity will suffer. The create-a-player feature is a good addition but it's a little half-baked and unresponsive, and definitely not on par with the creation mode found in say, *Tiger Woods PGA Tour 2005*. As with any sports game, multiplayer is easily the best reason to boot it up. We've spent a bit of time in the gamesroom creating custom tournaments and thrashing Tristan match after match. "Where the hell is the tackle button?" he shrieks. How we laugh. Maybe if he stopped choosing Japan he might be in with a chance. We've also spent a bit of time trying to right the injustices of the 2003 World Cup. We turn injuries up to the maximum and try to break Johnny Wilkinson's prissy legs. Hey, it beats working for a living.

If you were disappointed with *Rugby 2004*, don't let that stop you from upgrading to *Rugby 2005*. If you loved *Rugby 2004* you will adore this one, guaranteed. Sure it's not quite perfect, but just a glimpse of it in action will make regressing to *Rugby 2004* feel like juggling hardened turds. *Rugby 2005* is a little like hitting puberty – something boring and useless suddenly becomes exciting and interesting. The difference with *Rugby 2005* is that getting together with some mates to 'have a play with it' is socially acceptable. **— Luke Reilly**

OFFICIAL VERDICT

Graphics	08	Top tier – a ridiculously huge improvement from last year
Sound	08	Great effects, soundtrack and dynamic crowds
Gameplay	08	Brutal tackles and deft sidesteps – champagne rugby
Lifespan	07	Stacks of championships, engaging multiplayer

Finally, a Rugby game that looks good and plays even better. Minor AI issues aside, it's a giant leap forward.



SPORTS MAD



OPS2 sat down for a chat with Rugby 2005 producer Andrew Wilson (it's a little obvious, but he's the one on the left).

OPS2: Graphics aside, what new feature of *Rugby 2005* are you most proud of?

AW: Graphics aside, I really love the on-the-fly play calls. But the thing I love most about the game, and this is going to sound a little weird, is the ankle taps. Sometimes if you go for a dive tackle and you miss you'll knock the guy's ankle out. He'll then roll, but if you don't grab him he'll get up and keep running. It sounds quite small but it was a really big thing to get our motion capture guys to do. They were all fine with head high tackles, they were all fine with pick-up-and-dunk tackles but when I turned around and said, "Okay guys, what I want you to do is for you to run as fast as you can, and you to run behind him and take

his ankle out." They all said "Ah... no. We're not doing that. That's too dangerous." Eventually they did it though, and every time I see it in the game I remember the looks on their faces when I asked them to do it.

OPS2: The on-the-fly play calls seem to really pick up the pace of the game. Tell us a little about them.

AW: We took out the menu system because there were a lot of people saying, "Why don't you do it like *Madden* does it?" The problem was when we did, the feedback was that we'd taken away the flow of the game. We had to get rid of all the things that took the user out of the game. On-the-fly play calling is one of the ways we're putting the player back onto the field.

OPS2: What sort of feedback did you take on board?

AW: It's always tough because most feedback you get is for negative stuff. The unanimous thing was that the graphics had to be improved, but the biggest thing though was the pace of play. So the team has been working really, really hard – doing 15-hour days right through the year – taking feedback onboard and getting this game up and running.

OPS2: So your aim is get *Rugby* to sit comfortably alongside EA's other sports titles?

AW: Yes, we want to be there.

OPS2: Does EA have any plans for other sports that

nobody in the US plays?

AW: We're actually doing *Cricket* right now – we're about halfway through it so we'll be talking a little more about that in the future. *Cricket* will have the same level of improvement as *Rugby 2005*. *Cricket* is a harder sell to EA because it doesn't have the same level of appeal. The way around that was to borrow all the great things we did with *Rugby 2005*, so that's an expense we don't have to incur on *Cricket*. When you get screens of *Cricket* in a few months you'll notice it looks just as good as *Rugby 2005*, but we haven't had to spend as much.

OPS2: How about Rugby League?

AW: Unfortunately, League is a different thing entirely. I look at *Rugby League* and how well it sold – and it sold tremendously well here – and think how well it would sell if we could make one that looked like *Rugby 2005*. But it's still not enough. EA wants to do products that sell globally.

OPS2: Why did it take so long for the Rugby series to get a hold of state-of-the-art technology?

AW: EA is very, very protective of its technology. Game teams themselves are very, very protective of their technology. For the longest time one game team didn't share technology with another game team at EA or at any other company for that matter. You wouldn't want to share it with the other guys because then their game might be rated better, sell better, get a better budget and so on. EA is only now starting to push sharing between studios.

**"A ROLLER COASTER RIDE
OF EXCITEMENT"**

- Stefan Halley, Hero Realm

Once Bitten, Twice The Action!

Non-stop action is the name of the game as the battle between the living and the undead continues, in **RESIDENT EVIL: APOCALYPSE** on DVD. It's fully loaded with excitement, special effects and all the big screen thrills you're looking for.

RESIDENT EVIL: APOCALYPSE

New bonus features and never-before-seen footage



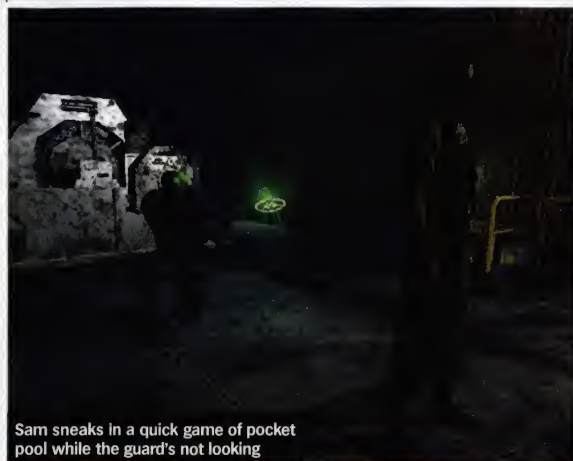
RESIDENT EVIL THE ULTIMATE COLLECTOR'S PACK

*Both Resident Evil and
Resident Evil: Apocalypse
on 2 DVD discs*

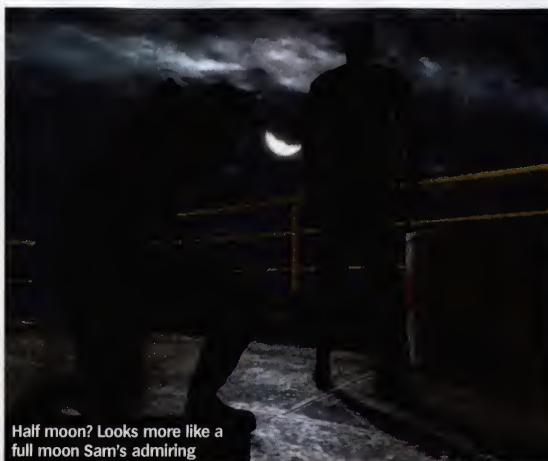


RENT OR BUY ON DVD NOW

© 2004 Davis Films/Impact (Canada) Inc./Constantin Film (UK) Limited. All Rights Reserved.
© 2005 Layout and Design Sony Pictures Home Entertainment. All Rights Reserved.



Sam sneaks in a quick game of pocket pool while the guard's not looking



Half moon? Looks more like a full moon Sam's admiring



How come terrorists can afford hottubs? And they say crime doesn't pay



Talk about lying down on the job



STEALTH

SPLINTER CELL: CHAOS THEORY



BALL BREAKER AWARD
NASTIEST TESTICLE SMASH
MOVE IN A VIDEOGAME EVER!

Take another moonlit stroll with Sam Fisher. Just don't try and hold his hand

DETAILS

DISTRIBUTOR: **UBISOFT**
DEVELOPER: **UBISOFT**
PRICE: **\$99.95**
PLAYERS: **1-2 (1-4 ONLINE)**
OUT: **MARCH**
WEBSITE: **WWW.SPLINTERCELL.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **YES**
ONLINE: **YES**

BETTER THAN

SPLINTER CELL: PANDORA

TOMORROW

WORSE THAN

BEER-SPOUTING BOOBIES

LAB TEST

What they nailed this time

The subtle series refinements

What they need to fix

Er, could they give it away?

BACK STORY

Ubisoft's Montreal studios are the gurus behind Prince of Persia and the upcoming Far Cry Instincts. The original Splinter Cell raised its profile by a vertical mile before Ubisoft Shanghai improved the license further with Splinter Cell: Pandora Tomorrow. Now the gang at Montreal have been forced to up the ante with Chaos Theory.

It's the dog's bollocks, the cat's pyjamas, the bee's knees; it's even Heidi Klum's rumbley dumplings. Without doubt, Tom Clancy's *Splinter Cell: Chaos Theory* is a barrel of intimidation sure to soil the pants of other publishers looking to sneak their way into the stealth market. And soil them badly – beyond repair, beyond Napsan. Why? Because *Chaos Theory* is the master of what us OPS2 ghetto dawgs like to call TG. It stands for Trepidation Generation (yo, yo, yo, work that into a fat rhyme). Unlike *Metal Gear Solid 3* (the game that last month owned us like a pimp with a cleaver), *Chaos Theory* doesn't let you decide "screw it – I'm gonna murder all you fiends with my adrenalin-peppered collection of guns, grenades, and metallic nasties," but instead demands you avoid bloodletting. Each level ratchets up the tension with the awareness that chaos lurks around every corner, under every light, behind every door. Creep forward slowly, peer around corners, use your gadgets to check under each door, stay frosty if you get spotted... there's nothing else in videogaming quite like it.

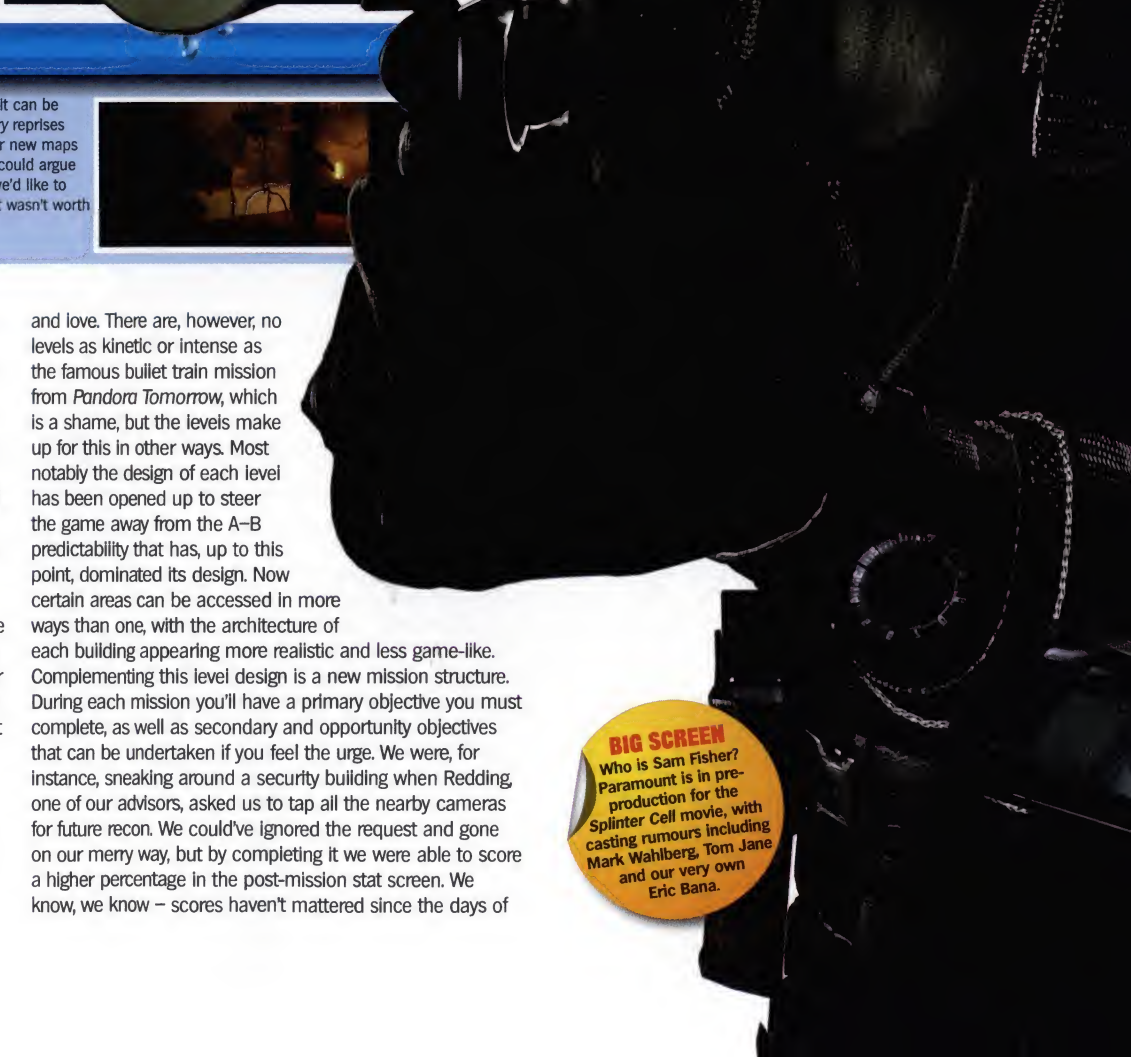
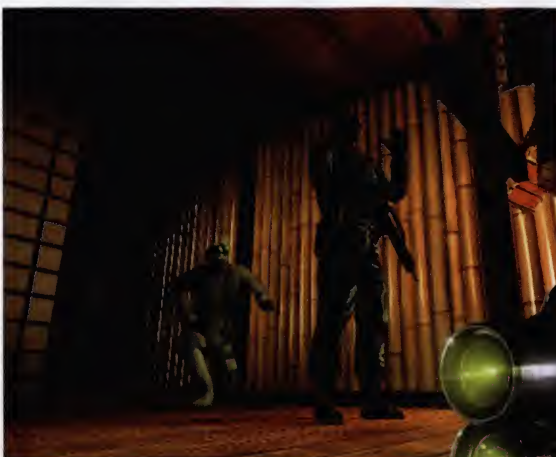
But before we go any further we've got a bone to pick with y'all. The first two *Splinter Cell* games – *Splinter Cell* and *Splinter Cell: Pandora Tomorrow* – were awarded some pretty intense respect by our little magazine here, scoring

a 10 and 9 respectively. 10s and 9s are hard to earn, yet these games sold like an old copy of *Playboy* at a hospital for the blind. And we know a lot of you gamers are getting this magazine – so what's the problem? Could it be that you think OPS2 are like those awful Brand Power TV commercials? Honestly, these games are gold.

Anyhow, you'll no doubt be surprised to learn that this new third-person adventure sees our man Sam Fisher trying to prevent the world from slipping into one of those rather unpleasant World War thingies. Apparently this leads to lots of dead babies and is generally considered an undesirable way to pass the time. In typical Clancy style, *Chaos Theory* indulges itself in the sort of techno-thriller fiction that questions the increasing use of technology in our society and how it might bring us undone – the sort of thing you'd write a paper on if you were doing Media and Technology 101. The brand of fear this ideology thrives on is not so much "what happens if we start a nuclear war with a country?" as it is "what happens if the world is controlled by computers and a mad terrorist is the ultimate hacker?" Those who played the previous games might remember a character called Masse. He was a top computer programmer you had to hunt down. While he was kickin' about he made some groundbreaking discoveries in the area of code breaking, inventing a series of

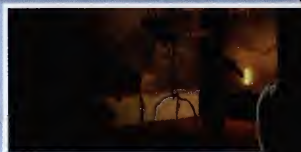


When Sam asks you to share a hottub with him you say "Yes!"



Online Joy

Anyone who played *Pandora Tomorrow* online knows just how freaky it can be hunting down a mate with a flashlight in pitch darkness. *Chaos Theory* reprises those thrills by including the same multiplayer from *PT* as well as four new maps (Orphanage, Factory, Missile Strike, and Station) to play them on. You could argue that's it just a repackaging of the game fans have already bought but we'd like to believe it's because the original package was so close to perfection it wasn't worth fiddling around with.



top-secret algorithms referred to in this game as the Masse Kernels. If the right (or more accurately, the wrong) person could get hold of such data they could cause a whole lot of trouble. In *Chaos Theory* that nasty chain of events comes about, and it's up to Sam and Third Echelon to discover who's behind the theft of the Masse Kernels and stop them before they capitalise on existing pressure between North Korea and Japan to start a war. Just another day in the life of a splinter cell, really.

Chaos Theory takes everything about the last few games – which were already brilliant – and makes them better. And that's across the board. Tick off spruced up graphics, sharpened gameplay mechanics, smoother level design, more game modes, improved character and dialogue – everything. Ubisoft Montreal no doubt felt it had something to prove after Ubisoft Shanghai's impressive *Pandora Tomorrow*, and it's hit back strongly. If only every other developer could get that sort of inter-studio competition going...

Like *Pandora Tomorrow*, *Chaos Theory* comes with ten new game levels for you to silently conquer. The spy-esque locales are all here, from bathhouses in Asia and guerrilla camps in South America to private security buildings in the Big Apple. Each mission is set at night (naturally) and each contains the spine-tingling tension we've come to know

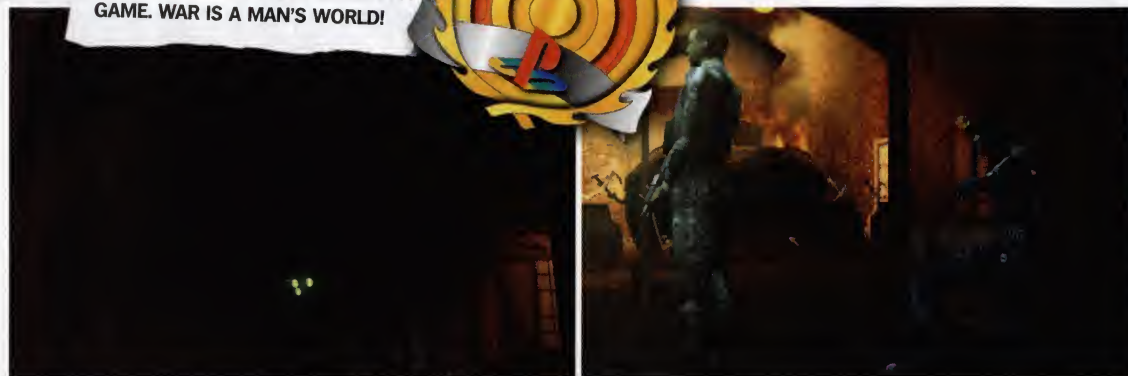
and love. There are, however, no levels as kinetic or intense as the famous bullet train mission from *Pandora Tomorrow*, which is a shame, but the levels make up for this in other ways. Most notably the design of each level has been opened up to steer the game away from the A-B predictability that has, up to this point, dominated its design. Now certain areas can be accessed in more ways than one, with the architecture of each building appearing more realistic and less game-like. Complementing this level design is a new mission structure. During each mission you'll have a primary objective you must complete, as well as secondary and opportunity objectives that can be undertaken if you feel the urge. We were, for instance, sneaking around a security building when Redding one of our advisors, asked us to tap all the nearby cameras for future recon. We couldn't ignore the request and gone on our merry way, but by completing it we were able to score a higher percentage in the post-mission stat screen. We know, we know – scores haven't mattered since the days of

BIG SCREEN

Who is Sam Fisher? Paramount is in pre-production for the *Splinter Cell* movie, with casting rumours including Mark Wahlberg, Tom Jane and our very own Eric Bana.

Play-test

**LACK OF POON TANG AWARD
FEWEST FEMALE CHARACTERS IN A
GAME. WAR IS A MAN'S WORLD!**



Co-Op Killin'!

Unfortunately, not many people have their PS2 online. But *Chaos Theory* still allows you to get in some multiplayer joy with the game's new split-screen Co-op Mode (there's no system link). You and a friend play two spies training up to be splinter cells and are sent on four missions (separated into 18 parts) designed specifically for co-op play. As well as being able to do just about anything Sam Fisher can do, you can also team together to perform tag moves like boosting each other over walls, climbing on each other's shoulders, lowering each other down into rooms (a la Tom Cruise in *Mission Impossible*) and helping each other rappel up and down inclines. There's also a fancy move called the Tomoe Nage that sees one spy toss another one at an enemy. Freaky.



Sam loves guys with big guns...

Space Invaders, and you might not bother with these sundry objectives the first time through, but at least there's some incentive to strive towards a perfect mission performance after you've flown through and beaten the game.

Zooming down into the gameplay a bit further, there's a heap of other subtle improvements. The reduction of trial-and-error is a big one, a problem that dominated the first game in the series in particular. Thanks to some well thought out enemy positioning and scripting, it's rare you'll be on the end of a "gimme a break, how was I supposed to know he was there" incident. If you're diligent enough you can actually sneak through entire levels on your first time through without any life-ending incidents. Essentially, if you think like Sam Fisher the game will respond. This is also helped by the inclusion of a sound meter that shows you how much noise you're making compared to the ambient sound in the area. Stay below the ambient noise level and you'll be quieter than one of Nick's SBD farts.

As we've mentioned in past previews, *Chaos Theory* demands finesse. It's harder to repeat the old "sneak into room, shoot out light, knock out guard, continue" routine as many lights now can't be shot out. Instead you're equipped with an OCP (Optically Channelled Potentiator) on your pistol. This operates like a mini-EMP and can cause lights to flicker and black out for a few moments while you move onwards or take out a guard. Often you'll be in an area with multiple guards and have to use the OCP to generate darkness before silently culling a grunt and hiding his body before the light comes back on again. Edge-of-seat intensity like this is always appreciated.

Additionally, Sam has graduated from the school of limp-wristed pacifists into the realm of the real man. His new army knife makes close-quarter combat sleeker and less cumbersome. At one point we found ourselves tiptoeing into a room with a guard asleep on a bed, when to our left

we found another guard had popped up from around a corner and discovered us. Instead of getting into a messy gunfight, we took a couple of steps forward and gave him a swift knee to the cods before spinning around and slitting the throat of the waking miscreant on the bed. They only managed to get a couple of shots off between the two of them. Another new addition to the Fisher arsenal is the shotgun. On select missions – mostly towards the final part of the game – you'll take one of these babies into battle. As you can imagine it causes enemies to lose their lunch in more ways than one. It feels and sounds deadly, even though it doesn't add much to the game experience (as the standard SC-20K still takes out enemies just as quickly from close and mid range). But still... shotguns are just plain cool.

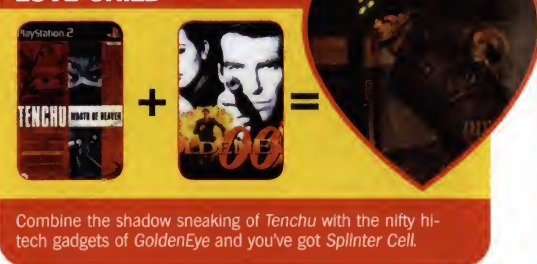
What does make a huge difference is the visual boost *Chaos Theory* displays over the last two games. It looks better than a gang of aggressive Italian bikini models splashing about in your Jacuzzi (okay, well maybe not that good). Somehow – in some way – the developers have worked out how to generate incredibly sexy textures to stick on every part of *Chaos Theory*'s world. Combine these with the game's convincing light diffusion and shadow depths and you've got one super spiffy-looking adventure. Sam's model has also had a lot of his geometry sanded back, making him look a lot smoother and better fleshed-out up close. Combining these visuals with Michael Ironside's more sarcastic dialogue, infamous DJ Amon Tobin's appropriately bolshy soundtrack, and a strong set of ambient level sounds sees *Chaos Theory* jousting with *MGS3: Snake Eater* for the top spot in PS2 presentation.

If there is a weakness in *Chaos Theory* it's that it doesn't deliver anything startlingly new, but rather further enhances and polishes up an already fantastic videogame experience. On one hand this keeps the series cohesive, but on the other it means there are few surprises. It's not as big a change as *MGS3* was over *MGS2*, for instance. Let's hope the next game busts open the level design to almost *Deus Ex* proportions. As it is you'll

probably be able to speed through the Campaign in less than 10 hours – though the inclusion of multiplayer (see Co-op Killin'!, above) is a huge bonus and it's almost good enough to warrant a purchase on its own merits.

Tom Clancy's *Splinter Cell: Chaos Theory* is an almost flawless stealth game in its own right. With a smoother campaign than *Pandora Tomorrow*, graphics that really stretch the PS2's abilities, multiplayer love, and a gripping game experience, you really can't go wrong with it – especially if you're one of the many that have never tried the series before. **James Ellis**

LOVE CHILD



Combine the shadow sneaking of *Tenchu* with the nifty hi-tech gadgets of *GoldenEye* and you've got *Splinter Cell*.

OFFICIAL VERDICT

Graphics	10	Sooo reall AAA-grade stuff
Sound	09	Sucks you in and drags you under. Stunning voice work
Gameplay	08	Patience rewards you with immersion and suspense
Lifespan	08	Co-op and online modes to keep you playing until the next game

Slick, stylish, and cooler than a Sugar Daddy, *Chaos Theory* is the best "pure" stealth game on the PS2. If you haven't got into the series yet, now is the time.



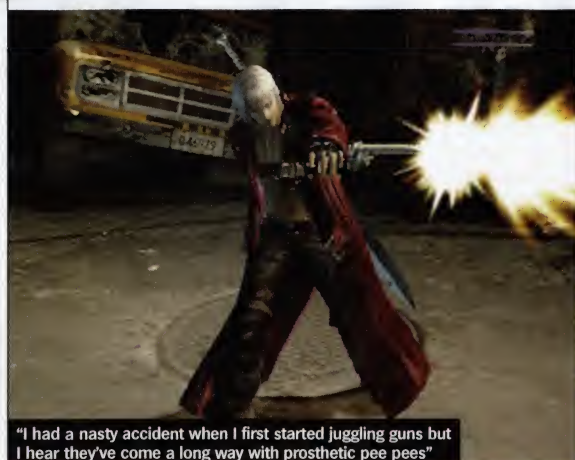


**BE WARNED,
NINA COMES
WITH BAGGAGE.**

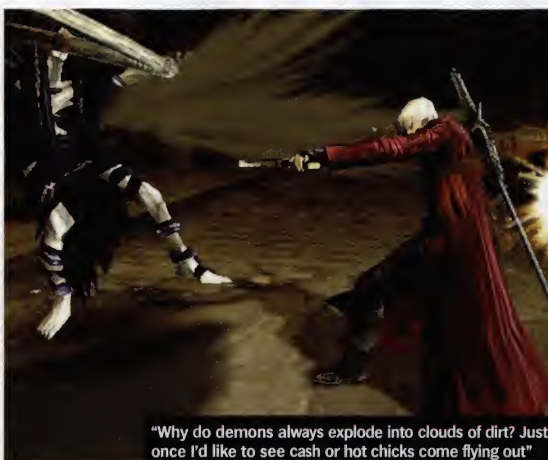


THE LEGEND OF TEKKEN'S FIRST LADY BEGINS HERE.
With her shadowy past, an impressive arsenal and trademark Tekken moves,
Nina Williams is a woman to cross at your peril. www.ninawilliams.com

fun,
anyone?
namco PlayStation 2



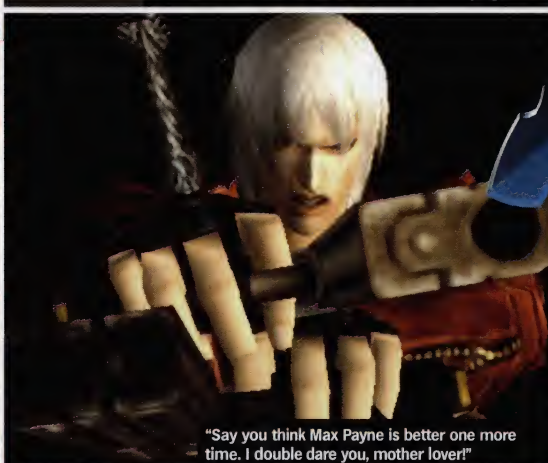
"I had a nasty accident when I first started juggling guns but I hear they've come a long way with prosthetic pee pees"



"Why do demons always explode into clouds of dirt? Just once I'd like to see cash or hot chicks come flying out"



"I can't believe I'm on Wheel of bloody Fortune again. I've got to get a better agent"



"Say you think Max Payne is better one more time. I double dare you, mother lover!"



ACTION

DEVIL MAY CRY 3: DANTE'S AWAKENING

You'll be the one crying if you miss out on this one!

DETAILS

DISTRIBUTOR: THQ
DEVELOPER: CAPCOM
PRICE: \$99.95
PLAYERS: 1
OUT: APRIL
WEBSITE: WWW.CAPCOM.COM /DMC3/
60HZ MODE: YES
WIDESCREEN: NO
SURROUND SOUND: YES
ONLINE: NO
BETTER THAN
DEVIL MAY CRY 2
WORSE THAN
GTA : SAN ANDREAS

BACK STORY

Several years ago, Capcom established Devil May Cry as arguably the best action game available for PS2. The sequel followed shortly after, but was largely uninspired and disappointing. Does DMC3 put the fire back in the demon's belly, or is it just another flop?

The first Devil May Cry was an absolute gem. A white-knuckle action-fest from starting blocks to finishing line, it was quickly followed by the inevitable sequel. DMC2 was produced in a rush by a different development team and while it was a decent enough game, it nevertheless didn't live up to the high standard set by its predecessor. With a lot of gamers questioning whether the series had any steam left at all, creator Kazuma Kaneko went back to the drawing board to bring together the elements that made the original game a hit. Rather than being a continuation of the series, DMC3 is a prequel that fills in some of the missing back story of our half-demon hero, Dante.

I THINK I'M GONNA CRY

Dante's twin brother Vergil isn't satisfied with the superhuman abilities that stem from the demon blood running in his veins. In the Demon Realm, his powers would be magnified a thousandfold. In order to realise this potential, he enlists the services of a master of the Dark Arts, and summons the forbidden tower of Temen-Ni-Gru – a dark monolith capable of merging the Earth

LAB TEST

What they nailed this time

Incredibly stylish cut-scenes and design, addictive, pulse-pounding gameplay

What they need to fix

Menus are a bit slow to load, an autosave feature would be nice



"If they don't let me on the Rhythmic Gymnastics team this year I don't know what I'll do..."



HOT TIP
Experiment with the different styles to see what suits your approach. If a level seems particularly hard, change your plan of attack and try a different style.

Realm with the Demon Realm. While establishing his investigation business, Dante can't help but notice the 800-foot high keep, and the legions of demons streaming out of it. Deciding to take his brother down a peg or two, Dante sets off to kick some demonic butt.

The main innovation in *DMC3* is the new Style system. For each stage (and at certain points mid-level), you can select one of four fighting styles for Dante to use. The first is Swordmaster, which makes Dante deadly in close-quarters combat (with blades or other weapons). The next is Gunslinger, which bestows Dante's demonic power upon the firearms he wields (to predictably deadly effect). Trickster style boosts Dante's agility, making it very difficult for his foes to hit him. Lastly, there's Royal Guard, which allows Dante to block and counter most enemy attacks.

The Style system allows you to choose the best option for the level you're facing. While it might seem restrictive at first to be limited to one style at a time, each incorporates plenty of moves to compliment your standard armament, and adds such variety to gameplay that the replayability goes off the charts. Each Style also levels up based on the scores your combos generate, so you're encouraged to refine your technique and earn more varied and powerful moves. This goes a long way to making you strive for perfection as you'll want to be earning those powerful techniques as soon as you can.

WAIT, MAYBE NOT

As far as weaponry goes, we're confident you won't be disappointed. You'll find the range of firearms is quite familiar, with old favourites like Ebony and Ivory (Dante's twin pistols) and the ever-popular shotgun returning. When it comes to melee weapons though, it's a case of something old, something new (curiously, we couldn't find something borrowed or something blue). Dante's trusty sword Rebellion is a mainstay of his offence and he can also collect gauntlets, similar to the Ifrit arms from *DMC1*. But other than that, it's a whole new ball game – you can expect to discover some wild and wonderful weapons before you're through. Each weapon can also be powered up in different ways by spending the red demon souls you earn for dispatching the unending tides of demons Dante faces. In order to accommodate these new possibilities, the combo system has been adapted to include many more specific moves, opening up a much broader array of combos than have been previously available. Suffice to say, it'll take you a while to exhaust all the possibilities.

Combining all the new move possibilities with the ability to switch between weapons on the fly you'll soon be in combo city. Demons beware...

Similar to Style selection, at the start of each stage you can select two guns and two Devil Arms to use. With only two of each kind and a dedicated switching button for each, it means that a single press gives the desired swap, rather than having to cycle through a series of weapons. Again, like Style selection, it adds a tactical aspect and more replay value.

As we've come to expect from Capcom's action titles, the controls in *DMC3* are tighter than a fat man's belt at an all-you-can-eat buffet. If you ever get slaughtered by a raging pack of demons, you'll only be cursing yourself for not reacting sooner. Even if you put aside all the Style-specific moves, Dante's default move list is enough to get you out of most tough spots. Pretty much the entire complement of buttons on the controller have been mapped to different functions, so everything is conveniently at your fingertips. Sub-menus are cleverly mapped to the four directions of the D-pad to keep even the slightest of pauses to a minimum.

The menus between levels are very clean, straightforward and simple to navigate, while still packing

I like the way you move



GHOSTHUNTER

For the old school gamers amongst you, you might notice one enemy that's a tribute to one of Capcom's classics, *Ghosts 'N' Goblins*. See if you can spot him!

STYLISH MOVES

Dante's four styles allow for an array of specialised attacks from one specific discipline. Here's a taste of some of his cool moves:

TRICKSTER STYLE

SKY STAR: Similar to an Air Hike (double jump), but it projects you horizontally. Combining Sky Star with Air Hikes and Wall Hikes makes you incredibly manoeuvrable, and is great for getting out of trouble, particularly in boss fights.

GUNSlinger STYLE

FIREWORKS: Dante whirls the shotgun around himself like a pair of nunchucks, firing constantly. Combined with the shotty's standard fire, you can make a defensive wall of buckshot around yourself. Using this move you can clear the room faster than one of Paul's farts after he's had Oporto.

SWORDMASTER STYLE

PROP SHREDDER: Spinning his sword Rebellion like a propeller, Dante can launch foes into the air or just chop them up where they stand. Similar to the High Times launcher, Prop Shredder can be used to link combos for maximum score.

ROYAL GUARD STYLE

BLOCK & CHARGE: The foundation of the Royal Guard style. Using this technique, Dante can block most normal attacks, avoiding damage and building up his adrenaline meter. You can then release adrenaline to let loose powerful counterattacks.

Play-test

RESPECTING YOUR ELDERS

In a sign of grace and respect of the dear departed, Lady has named her rocket launcher after her late mother. Isn't that nice?



STYLIN' AND PROFILIN'

The motley crew of DMC3 keep the plot twists curly

Dante

If you can imagine it, the younger Dante is even cockier and more irreverent than the one we're already familiar with. He's just setting up as a P.I., which is just a way to get paid to kick arse and have a good time.

Vergil

His appearance and manner are totally clean-cut and direct. Ambitious and evil, Vergil is a mirror opposite to his twin brother. To better realise his power, he works with Arkham to bring forth the Demon Realm.

Arkham

A sinister figure with a dark, mysterious past. Time spent dabbling in the dark arts has stripped him of his humanity but the question remains: what does he have to gain by unleashing the Demon World?

Lady

Orphaned by demons when she was a child, Lady has dedicated her life to eradicating demons from the Earth. Her demonic ancestry means she doesn't like Dante very much.



"You're right, five cufflinks is too much. Damn it, I'm so stupid!"



"You what? You got lost on the way over from the Harry Potter set and wound up in Antarctica?"

in all the information you need. For those new to *DMC*, there are even mini-tutorial videos to teach the beginner how to do all the moves. The only flaw is that some of the menus display so much information, they can be a bit less than nippy in loading. Luckily enough, it turns out they're the ones you don't use too often, so it's not much of a problem. If you're happy with your current configuration, you can just shoot straight into the next level and keep the adrenaline flowing.

PASS ME A KLEENEX, WOULD YOU?

The cut-scenes in *DMC3* are incredibly well-realised – stylish, powerful and better directed than most action movies. If you ever need any extra motivation to push on through the challenges the game throws at you, the twists and turns of the plot definitely provide it. Between stages you're fed snippets of plot and backstory – just enough to whet your appetite and drive you on. Each character is brought to life with professional voice acting, tight scripting and superb motion capture. And if you're a fan of action

movies, you're in for a real treat – many of the cut-scenes are so well-executed they'd make John Woo himself green with envy. Hong Kong action film junkies and *Matrix* fans alike will have shivers running down their spines.

At first glance, the demonic creatures that Dante battles do seem a bit bland. If you've been following the series you'll notice that the enemies are more colourful, but as a result, they've become a little cartoony and bear more than a passing resemblance to the enemies from *DMC1*. But after you get through the early stages, you're treated to a broader variety of more inspired and fearsome foes. The boss battles in particular are as epic as ever, and you'll need lightning reflexes and a sharp mind if you don't want to be restarting levels from scratch.

It's a shame that *DMC3* didn't include a bonus soundtrack disc, because it includes some of the best tunes heard since *Castlevania: Lament of Innocence*. The music features prominently and the game's score begins with a full orchestra (including a choir), then abruptly bursts into some heavy rock that is best likened to Rob Zombie or Powerman 5000. It never fails to get you in the mood and you'd definitely be air-drumming along – if only you weren't so busy slaughtering all those demons.

SMOOTH MOVES

if you were to play through the game on easy, you might be able to blow through it in a few days – but that's not what *DMC3* is all about. With the Style system, different weapon combinations and a series of difficulty levels from 'I'm a wuss' to 'hurl your controller through your TV screen', there's plenty of replay value. For those who really put in the hard yards, there's a plethora of unlockable content including extra costumes, art galleries and a hidden character or two.

Still, if you haven't honed your skills on the previous *DMC* games, you might be in for a bit of a shock – *Dante's Awakening* can be a harsh mistress. If you don't develop your controller skills, it can be pretty frustrating to struggle through the standard difficulties. The complete absence of continue points mid-level can be pretty frustrating if you haven't bought a few extra lives with your red souls – failure, or even a momentary lapse of concentration in a boss battle can mean essentially flushing your last ten minutes of gameplay down the toilet. There is an easier difficulty setting for players who find themselves re-starting often, but an autosave option would have made things much simpler.

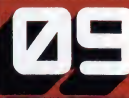
Overall, *DMC3* is an absolute cracker. For those who are willing to put in the hard yards, there's an amazing combat system to explore and customise to your liking. Even for the less hardcore players, there's a spectacularly stylish plot to enjoy as you battle your way through Dante's history. In short, if you're a PS2 owner with a taste for action, you'd be doing yourself a disservice if you didn't slot this into your disc tray. **A Nick O'Shea**

HOT TIP
If you're struggling with a particular section, hang around an area and collect red souls to beef Dante up. You can even replay previous levels to further enhance his powers.

OFFICIAL VERDICT

Graphics	09	Stunning design, visuals, effects and presentation. A work of art
Sound	09	Intense battles, sterling voice acting and an aggressive soundtrack
Gameplay	09	This is the <i>Devil May Cry</i> you remember, and then some
Lifespan	09	A beast that will take months of dedication to tame

JACKPOT! Get your hands on it now, or you'll be the one crying.

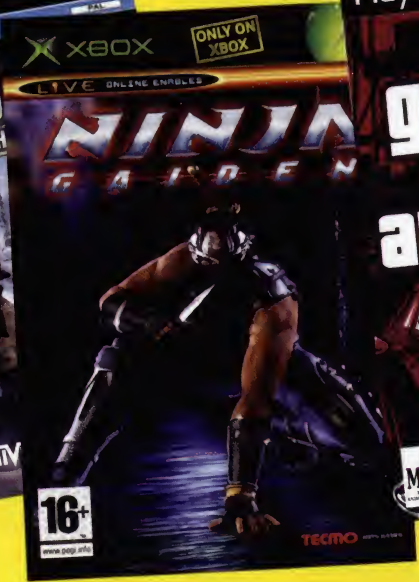


EB GAMES™

electronics boutique®

MIX 'n' MATCH

2
FOR
\$50



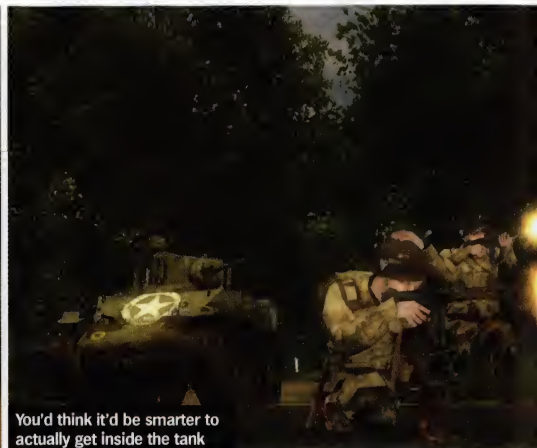
YOU CHOOSE ANY TWO GAMES, ACCESSORIES OR DVD'S FROM OUR HUGE RANGE MUST END APRIL 27



Shellshock had set in: Sarge was seeing funny numbers and symbols



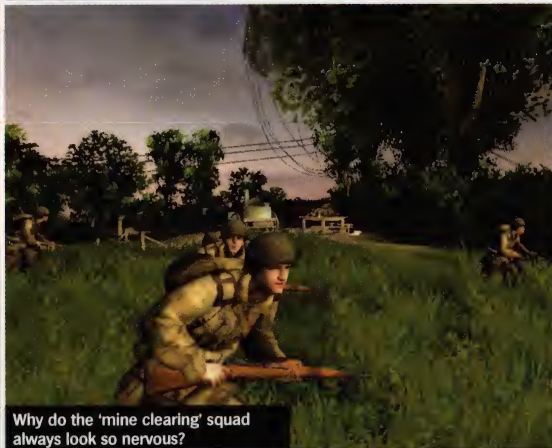
Tanks for the memories...



You'd think it'd be smarter to actually get inside the tank



We haven't seen this much grass since Anthony showed us his stash



Why do the 'mine clearing' squad always look so nervous?



Nice cover, boys! Give yourselves a New

FIRST PERSON SHOOTER

BROTHERS IN ARMS: THE ROAD TO HILL 30

Get ready to experience a war game so real you'll end up with trench foot!

DETAILS

DISTRIBUTOR: UBISOFT
DEVELOPER: GEARBOX SOFTWARE
PRICE: \$99.95
PLAYERS: 1-4
OUT: NOW
WEBSITE: WWW.BROTHERSINARMSGAME.COM
60HZ MODE: NO
WIDESCREEN: YES
SURROUND SOUND: YES
ONLINE: YES

BETTER THAN

MEDAL OF HONOUR: FRONTLINE

WORSE THAN

TIMESPLITTERS:
FUTURE PERFECT

LAB TEST

What they nailed this time

Edgy, gritty combat and excellent enemy AI

What they need to fix

More interactive environments. Use of vehicles, that kind of thing

BACK STORY

Gearbox Software is attempting to give the now rather stale FPS-set-during-WWII genre a new wrinkle, adding strategy and personalising the experience. Given that its track record includes Half-Life: Opposing Force and James Bond: Nightfire the results are certainly worth a gander...

First things first: yes, it's another FPS set in WWII. And yes, it's historically accurate and gives a genuine sense of atmosphere and drama. But hey, you played this game before when they called it *Medal Of Honor*, right? Wrong.

To best illustrate the difference between BIA and any of the *MOH* games let us take you through something that happened to us on one of our very first cracks at it.

It all happened in France one fine day...

Near the start of the game, as you're about to perform a precision parachute jump into France, your plane is blasted to smithereens and you land, weaponless, off course somewhere in the land of stinky *fromage*.

It's not long before you've found some of your mates and grabbed a weapon. We came across a group of Germans hiding behind a fence. They started shooting at us; we returned fire but no one could get a clear shot. One of the blokes, a rather loud fellow named Mac, suggested we flank the enemy to avoid being shot.

Oh, how we laughed. We've played these WWII FPS' before. Flank? Hah! A simple dash into enemy territory

and a few well-placed rounds should sort things out. So that's just what we did: charged in, all guns blazing.

Soured Krauts

And we died like dogs. The German soldiers took cover to avoid our fire and once they spotted us in the open they mercilessly gunned us down.

The next time around we actually listened to Mac as he suggested we lay down suppressing fire. Firing near a target will make them go from unsuppressed (and shooting at you) to suppressed (where they take cover and can't return fire). This is indicated by an icon that goes from red (unsuppressed) to grey (suppressed). The aim isn't to hit them, just to make them keep their heads down. It seems ridiculously simple and yet that mechanic alone adds oodles of depth to *Brothers In Arms*. Certainly there are no gormless, slack-jawed enemies wandering around waiting to dance the bullet ballet here.

I'm too young to die!

Brothers In Arms tells the story of Sergeant Matt Baker, a reluctant hero who must guide his men through real life battlefields and survive. You play as Baker but you're no lone wolf; you've got men to command.

Down and Kraut

During play if you press you'll get a paratrooper's view of the playing field. From there you can plan your next move and position your men accordingly. It adds a further tactical element to a predominantly action-filled title and yet doesn't bog down play at all. Quite the contrary, in fact – you'll soon be wondering how you ever played these games without situational POV. Another nice touch is that you can even switch to other men in your unit to get their perspective on things.



FUN FACT!

The game's weather is a recreation of the actual conditions during the campaign (from June 6-13, 1944). Now that, boys and girls, is attention to detail!

What's great about *BIA* is that your men aren't just lemmings in uniform. They behave sensibly. Enemy on the horizon? They'll start shooting at them. Grenade lands nearby? They'll run like the clappers! Gunfire all around? They'll head for cover.

You get the idea. They're smarter than the average bot. Of course this means that the orders you give will need to be equally smart. A nice move, and one that you'll use a lot in *BIA*, is the flank. You can either lay suppressing fire on a nest of enemies and send your men in to make the kill OR get your men to do the shooting whilst you do the sneaking.

Unlike *MOH* you're not gonna be finding health packs or armoured vests lying around so the combat has a real sense of immediacy and tension. One or two well-aimed enemy bullets and you're dead, son. This makes sneaking up on enemies almost unbearably nerve-wracking and hugely enjoyable when you do it successfully.

Also it should be noted that this is a much grittier, more adult take on the WWII game. There's blood, there's foul language and there's a sense of desperation that's sorely lacking in most war games. Don't get us wrong, it's not the over-the-top slapstick gore of *Shellshock Nam 67*, it's more an authentic feeling that war is indeed Hell and that death can come swiftly and without warning.

Over the top

Possibly the coolest addition to this well-worn formula is the situational awareness view. This is where you get a bird's eye view of the battlefield (see Down and Kraut, above). This is invaluable for planning the direction of your assault and where you should place your men.

One firefight had us taking out German mortar emplacement. Thanks to the situational view we could see a break in the bushes. We sent two of our men to the front to suppress the Gerries with rifle fire and then took a fellow combatant in the back way. Seconds before we went in we sent the "assault" command to the first two GIs and attacked from four directions. We took damage but the Krauts went down in a hail of blood and bullets. We just love it when a plan comes together.

BIA is a slick, well put together game. The graphics are clean and crisp with nice character models, moody backgrounds and a genuine sense of the grit of battle. The animation occasionally falters and becomes a trifle choppy but this is a very minor and infrequent niggle. The music is suitably moody, the voice acting top notch (if a little repetitive) and the gameplay is completely absorbing.

The only fault that can really be levelled at *BIA* is that it's unlikely to surprise you. It's basically a very much-

improved version of the WWII games you've played before. Certainly you wouldn't expect the lead character to turn into a truck or start collecting coins or whatever, but if you feel you've overdosed on shooters set during this period you might want to rent it before you fork over the dosh.

BIA does not reinvent the wheel. It does, however, add beautiful sparkly things to said wheel. And some pretty stickers. It's not a title you can just pick up and play casually, it demands your attention and takes no prisoners. But if you're about ready to graduate to a serious FPS experience with depth and strategy rarely seen on the PS2, *Brothers In Arms* is well worth the effort. Anthony O'Connor

OFFICIAL VERDICT

Graphics	Excellent, solid character models and moody backgrounds
Sound	Great music, decent voice acting and cool explosions
Gameplay	The WWII FPS gets smart! Hooray for decent AI
Lifespan	Tough single player game and multiplayer options. Bewdy!

Brothers In Arms is an excellent game in a very crowded market. If you're ready for a new take on WWII tactical action, *Brothers* is for you. Top-notch.





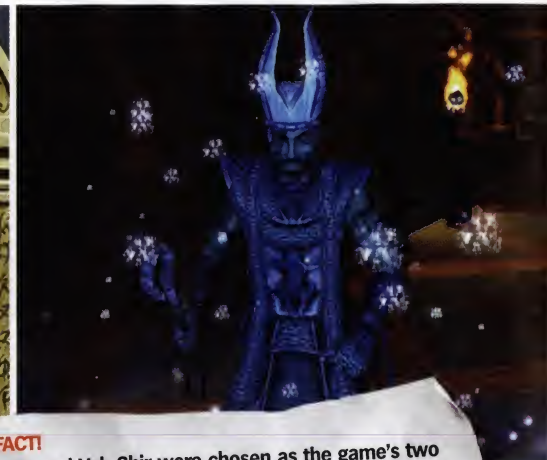
Play-test



"Damn! Why do I only ever get action from the dogs?"



You don't need to fight much in this outfit 'cause your foes are too busy laughing



FUN FACT!

The Iksar and Vah Shir were chosen as the game's two new characters rather than dwarfs or ogres because of the limitations placed by camera angles.

ACTION RPG

CHAMPIONS: RETURN TO ARMS

It's like déjà vu all over again

DETAILS

DISTRIBUTOR: UBISOFT
DEVELOPER: SNOWBLIND
PRICE: \$99.95
PLAYERS: 1-4
OUT: MARCH
WEBSITE: RETURNTOARMS.STATION.SONY.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
ONLINE: YES

BETTER THAN

CHAMPIONS OF NORRATH:
REALMS OF EVERQUEST

WORSE THAN

DEMON STONE

LAB TEST

What they nailed this time

The huge amount of collecting to be done will have you furiously breaking every barrel you come across

What they need to fix

The huge amount of collecting to be done will also have you furiously throwing your controller at the screen

BACK STORY

Baldur's Gate kicked off this particular style of RPG gameplay back in 2001, and very little has changed about it since. With Baldur's Gate: Dark Alliance, Baldur's Gate: Dark Alliance II and Champions of Norrath all appearing on the PS2, gamers finally had a choice of fun, co-op multiplayer RPGs...

Sequels are uncanny beasts. They pop up on the shelves of game stores and squat there, glowering at the world as if daring you to see whether they could possibly live up to the expectations created by the original. It's an unfortunate fact of life that some don't – that one's fondness for a particular game can induce blindness for its sequel's individual merits. Or that the sequel is merely more of the same, when one was expecting a plethora of upgrades and new features. Or that, quite simply, the sequel just isn't as good.

Champions: Return to Arms, sequel to the highly popular *Champions of Norrath: Realms of EverQuest*, is, happily, a game that neatly sidesteps all of these categories – though it only manages to escape being a total clone of its parent by a very negligible margin.

Return to Arms' story commences soon after the conclusion of events in *Realms of EverQuest*. The god of evil, Innoruuk, has been shattered into pieces, which have been scattered and hidden all over the planes of Norrath. Summoned by Firiona Vie, who stands watch over the planes, the hero (or heroes) are called upon to seek out the nine shards and destroy them once and for all. Things aren't always as clear-cut as they seem, though; shortly after the adventure begins, the player will encounter Firiona's nemesis, the evil Natasla, who will entreat you to join her in her quest to find the shards in order to restore Innoruuk to power. It's a deliberately meaningless plot, serving as an excuse to let you run all about the game's levels doing the fun stuff – collecting loot and chopping up foes – so even if *Realms of EverQuest* slipped your radar, you'll still be able to enjoy the game without having to get too cerebral about what's going on.

And really, there's not a lot of thinking that needs doing – the gameplay mechanics are extremely basic, involving lots of hacking and slashing and collecting the various items that will turn your character into a lean, mean slaughterin' machine. It's extremely straightforward; as your character levels up, you will be able to equip stronger weapons and armour, with the option to buy stuff when you return to base – though of course all of the REALLY good gear is the stuff you either find or put together yourself. As usual, you'll find yourself constantly warping back to base to sell your loot, since you'll discover (particularly if you're playing solo) that there's way, way more than you can possibly carry through a single level, and while this does provide a respite and a contrast to the action of whacking anything that moves, the repeated interruptions to your game can get a tad on the irritating side.

Playing solo has another interesting side-effect – the number of enemies you'll come up against does not differ, whether there is one player or four. This means one player will level up more rapidly, but is also in rather more danger of being overwhelmed and killed by the hordes, whereas a group, while being better able to handle the masses, might find the leveling up process a little slow.

The ability to import your character over from the save file of a *Realms of EverQuest* game goes a way towards counteracting this problem for the solo player, as well as throwing a nice little bone to series loyalists. If you have a favourite avatar which you spent hours and hours playing to reach the Level 50 cap in *Realms of EverQuest*, you can bring it over, select one of the two new difficulty settings, and away you go. And before you wonder what the point of such an exercise would be, given that the character is already maxed out, *Return to Arms* features an increased level cap of 80 – so you'll still have quite a way to go in the

Online Joy

The online component is what really completes the game, with voice and text chat available, and, finally, a player-versus-player element – so you'll be able to take that Level 63 Warrior and show the world what a master you are with that weapon of yours. You can also track your stats, and compile lists of your mates – fairly commonplace things in an online player lobby, but a nice inclusion, and a nice way of building a game community.



Bet those monsters didn't expect an agro Egyptian chick with a flamethrower



game before you hit the top.

New players can choose from seven pre-set character choices. Five of these have been directly imported from *Realms of EverQuest*: Barbarian Warriors, Elf Rangers, High Elf Clerics, Erudite Wizards and Dark Elf Shadow Knights. All of these have several customisation options, so that, to a limited extent, you can personalize your avatar. The two new characters – the Iksar (big lizards) shaman and the Vah Shir (half-person, half-cat) Berserker can also be tweaked to suit your preferences, but with scale and fur patterns instead of hairstyles. The Iksar draws on natural and spiritual energy to cast elemental spells to attack enemies from a distance. The Vah Shir is basically a tank. In terms of what they add to the gameplay, they both differ little in general fighting technique to the characters that already exist, but they add some welcome variety to the game's visual style.

What does make the gameplay a little more diverse is the option to choose your alignment. The path you decide to take will affect not only the story and the outcome of your adventure, but the levels themselves, as each alignment closes off some paths but opens others. The basic levels will remain pretty much the same, but with enough deviation between each choice – whether it be a minor tweaking, or something completely antithetic to what you might have found in the other story – to make playing each alignment a different enough experience to make replaying the game worthwhile.

If you're interested in mixing up your gameplay, the game also features something called the Medal Round. At the end of each level, a special bonus level is unlocked, requiring the player to complete an objective. This will usually involve monsters in some capacity – whether it be taking on waves of enemies, protecting something from enemies or reaching a point beyond where enemies dwell. Based on how well

you do, you'll be awarded a medal, which, in turn, will allow you to unlock special bonus gear – like equipment, maps and rare gems. In the end, it only facilitates the rather obsessive way in which games of this genre ask you to collect ridiculous amounts of crap, but they're kind of fun in their own right, and, well, if you're not interested in collecting ridiculous amounts of crap, then you're playing the wrong game.

These additions to the basic gameplay of *Realms of EverQuest* make *Return to Arms* different enough that it's something new; yet the overall impression left by the game is that it is, essentially, the same game. This, however, is not a bad thing, since the point of a sequel is to give the player more of what was so enjoyable about the original game, and *Return to Arms* does this with considerable and admirable style. **Michelle Starr**

OFFICIAL VERDICT

Graphics	07	Extremely presentable, given the style of gameplay
Sound	06	Inspired music coupled with laughable voice-acting
Gameplay	07	Repetitive but hypnotic; multiplayer mode is good fun
Lifespan	08	Multiple story paths make it worth a second play

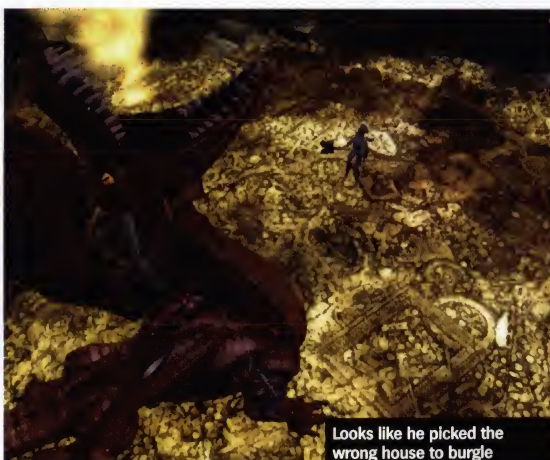
If it ain't broke, don't fix it: it's been done before, but it works, and it's fun, and that's all that really matters.



HOT TIP
Watch out for the Dragon's lair: once you go in, you can't come out (unless you defeat Mr Scaly), so don't enter unless you're primed for an epic boss battle.



And we thought that guy in *Tekken* with a leopard's head looked silly...



Looks like he picked the wrong house to burgle



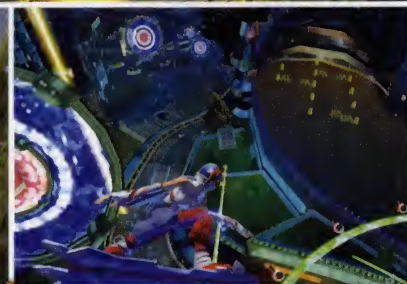
If it was up to us we'd have less armour on the arms and more around the family jewels

Play-test

AntiGrav is perfect for convincing sceptical mums that videogames really are healthy for you



"That's the last time I mix horse tranquillisers in with my beer before I go snowboarding..."



XYETOY

EYETOY: ANTIGRAV

Your control pad's days are numbered

DETAILS

DISTRIBUTOR: SONY
DEVELOPER: SONY
PRICE: \$69.95 (\$99.95 W/ CAMERA)
PLAYERS: 1
OUT: NOW
WEBSITE: AU.PLAYSTATION.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
ONLINE: NO

BACK STORY

There have been a number of hoverboard-type videogames, most directly inspired by Back to the Future Part II (1989). If you haven't seen it, you're a right muppet, but to break it down for you, Marty McFly (Michael J. Fox) goes into a futuristic 2015 where flying cars are the norm. To escape a bunch of thugs he rides a Hoverboard through town, jumping, dodging, spinning – so awesome. Games have been trying to replicate the sensation ever since.

BETTER THAN

U-MOVE SUPER SPORTS

WORSE THAN

SSX 3

LAB TEST

What they nailed this time

The anti-control-pad revolution

What they need to fix

Further enhancements to the Interface

We've spent innumerable hours laughing our colons sideways at arcade junkies obsessed with *Dance Dork Revolution*, but since putting Sony's new EyeToy: *AntiGrav* through its paces we've had to concede that videogames and human movement might just be able to live together in peace. EyeToy: *AntiGrav* is, basically, a new stage of videogame evolution that uses the innovative EyeToy technology for something other than a bunch of generic mini-games. As you can see, it's a hoverboard game. However, unlike other similar games you use your body rather than a Joypad to control the on-screen action.

This is actually quite a big deal considering controllers and joysticks have dominated the medium since its inception over twenty years ago. Apart from the interface, the next big leap for the medium will likely be how we view the games, with a move towards HDTV or something even more drastic. That might be some time away, so it's probably worth checking out EyeToy: *AntiGrav* just to experience its innovation.

After powering up *AntiGrav* you'll have to cop some head calibration, which isn't as engaging as it sounds. Stick your head over the on-screen cut out, hit calibrate, and the PS2 will track your dome around the screen and record the movement of your hands. Eventually you'll get into the Tutorial Mode where you'll learn to guide your board rider with subtle head movements. There's nothing too complicated; you can lean either way, duck, and jump. Your hands are used for braking, hitting switches that earn you combo points and for performing mid-air stunts, like barrel rolls and flips, though again, it's hardly sign language. Unlike other EyeToy games, you're not greeted with unflattering video footage of yourself on the screen whacking away with flailing hands and body parts. Instead there's a small icon in the bottom right of the HUD that shows how the EyeToy is tracking your motion.

EyeToy: *AntiGrav* is a reasonably simple game. It has

to be. Anything too complicated using this new control scheme could've resulted in an unplayable disaster. As it is, provided you have a well-lit room to play in, *AntiGrav* works well – most of the time. There are Stunt and Speed Modes to play, though both are similar, concerned largely with racing your boarder through wide-open 3D tracks, pulling stunts off big jumps, riding long rails, and boosting when you get the chance. Controlling your boarder doesn't require constant adjustments to your racing line or pulling off split-second evasion moves, but is instead more about the thrill of using your entire body to race with.

This proves to be both the game's main strength and its main weakness. On one hand, using your body to race is an attractive novelty, but on the other, the simplicity required to make it work dilutes the game experience when compared to other pad-based racers. It ain't as intricate as *Tony Hawk*, and it ain't as smooth and flamboyant as *SSX 3*. Controlling with your head, in comparison, still feels a bit loose, dislocating you from the game experience. We're clearly in the pioneering age, here.

If you get a chance to have a crack at *AntiGrav* – do it. Something this new doesn't come along that often. Should you rush out and buy it? Probably not. It's more of an interesting gaming experience than a brilliant one. We sure like where it's going though. **James Ellis**

OFFICIAL VERDICT

Graphics 06 Good for EyeToy, average compared to pad-based games
Sound 05 You'll be concentrating too hard to notice, anyway
Gameplay 06 A slightly undercooked revolution. Sequel, sequel, sequel...
Lifespan 05 Only a few days, but you'll keep showing it to your mates

It's undeniably a pioneering piece of videogame software, but it doesn't quite capture the sensation of racing. The ambition is appreciated, though.

06

EINSTEIN AWARD
MOST INNOVATIVE GAME IDEA

LAYING SOME PIPE

Throughout the game you'll be able to jump onto pipes that'll act like train lines, leading you through different areas of each track. Once you jump on you can't jump off until the pipe ends. While it's hardly great fun if you find yourself on a pipe that's too long, pipe riding allows you to get to areas along each track that'd be otherwise unreachable.

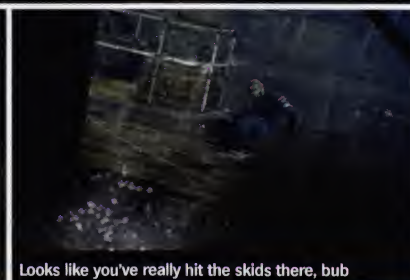




Just a hunka hunka burnin' love



"Sorry dude, but I'm strictly butter side up"



Looks like you've really hit the skids there, bub

SURVIVAL HORROR

COLD FEAR

Shiver me timbers, this' a bit of a nightmare, me maties

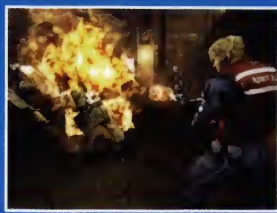
SPOOKY CLICHÉ THAT WORKS #156

The horror of *Cold Fear* is simple, but it works. Early in the game, we were exploring a room on the bridge of the ship. It was raining heavily and very dark. Lightning flashed briefly, and there appeared to be someone standing outside, watching us. We went outside, ready to deal with the nasty voyeur. There was no trace of anyone. No blood, no corpse. Nothing. Needless to say, we dumped the PS2 controller and bolted for the sunshine.



SURVIVAL TIP #13

Trapped in the cold? A little scared of the horrifying beasts that surround you? The easy solution is to toast a zombie or two, and bask in the warm, comforting glow of burning flesh.



We've heard it all before – you're a lone survivor, with mysteriously mutilated team mates at a deserted, isolated setting, yada yada – sounds like our typical Friday evenings really. Darkwork's new thrill-a-thon doesn't look to break any new ground, so expect to see more horror game clichés than Starbucks cafés on city streets. What it does aim to do, however, is throw you just enough variety to keep the chills coming in the dead of the night.

Set on a forsaken whaling boat, *Cold Fear* has you dodging broken ship rigging, coming to grips with the rolling of a ship in the middle of a very fierce storm, and timing sprints across the deck to avoid being washed overboard – and this is just in the first ten minutes. Once you get inside the ship, you'll be hunting keys, putting out fires and solving the occasional puzzle. Yes, all classic horror gaming here, but for the most part it's varied and works as well as it did in earlier *Resident Evils*.

Unlike games such as *Resident Evil*, the enemies in *Cold Fear* are human... initially. Don't go switching the lights out, though, because things soon go belly up and you'll find yourself knee deep in hell-spawn, all hell-bent on dishing out 300 different kinds of exquisite pain.

First come the zombies (sorry; that should be "infected humans" – there's a big difference there... no, really). After some of those have been laid to rest (again), the ugly aliens start their kamikaze routines. Why are aliens never sexy? Just once it'd be nice to have a pretty alien chasing our hero around doing its alien thing. But no – unfortunately *Cold Fear* sticks to what's safe with its creature design. That said, the enemies are generally interesting, and the AI is decent, so there is plenty of variety in the combat.

Although the game is easy on the eyes, the loading times are horrendous. Many of the rooms are tiny, and constantly waiting for the game to load when moving from room to room is often more horrific than what you

find inside. It won't be long before you'll dread having to head back through half the ship to find a key or unlock a door.

Where *Cold Fear* succeeds despite its faults is with its control scheme (which is easy and intuitive to use) and with the variety of objectives. Simply surviving is not an option here – you have a mission to complete, and you had better believe that an evil alien infestation is not an acceptable excuse for backing away from the task at hand. So suck it in and get to work, soldier!

At this point you might be thinking to yourself: "wow, this review is a work of genius but, Matt, you haven't said anything about the length of the game yet. How long can a game set in a whaling boat be?" Unfortunately, you're right. *Cold Fear* is even more lacking in the 'length' department than Paul "Why don't the girls like me?" Frew. As they say, 'it's not how long it is that counts but how you use it' and to *Cold Fear*'s credit it's a very playable, if a little unoriginal horror title. **— Matt Sainsbury**



OFFICIAL VERDICT

Graphics **08** Great animation, though the ship setting is bland
Sound **05** It's fine when there's no music playing
Gameplay **07** Playable, but where's the originality?
Lifespan **05** It's set on a whaling boat

Fun while it lasts, but it doesn't have enough staying power to make it an essential horror experience.



DETAILS

DISTRIBUTOR: **UBISOFT**
 DEVELOPER: **DARKWORKS**
 PRICE: **\$99.95**
 PLAYERS: **1**
 OUT: **NOW**
 WEBSITE: **WWW.COLDFEARGAME.COM**
 60HZ MODE: **NO**
 WIDESCREEN: **YES**
 SURROUND SOUND: **NO**
 ONLINE: **NO**

BACK STORY

Cold Fear is the newest game to come from Darkworks; the team behind *Alone in the Dark: The New Nightmare*. Set on the Whaling Boat From Hell, *Cold Fear* is a far cry from the traditional mansion setting of many other survival horror games out there.

BETTER THAN
 OBSCURE
WORSE THAN
 FORGOTTEN SIREN

LAB TEST

What they nailed this time

The controls. It's nice to play a horror game with decent controls for a change

What they need to fix

This game desperately needs a shot of originality

Play-test



Not the sort of game you want to pull out to impress the girls



"Check me out, mum, I'm on TV..."

✖ EYETOY

EYETOY: MONKEY MANIA

Oooo... ooooo... oooo... banana... banana... oooo...

✖ DETAILS

DISTRIBUTOR: SONY
DEVELOPER: SONY
PRICE: \$69.95 [\$99.95 W/ CAMERA]
PLAYERS: 1
OUT: NOW
WEBSITE: AU.PLAYSTATION.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
ONLINE: NO

✖ BACK STORY

Over the last few months the EyeToy library has been expanding at an exponential rate. Apart from EyeToy: Play 2, Sega Superstars, and now Monkey Mania, you can also look forward to the upcoming EyeToy: AntiGrav. Apart from games designed specifically for the EyeToy, regular titles have incorporated it into their features, like the way This Is Soccer 2005 allows you take pictures of yourself and place them on created players.

BETTER THAN

U-MOVE SUPER SPORTS

WORSE THAN

EYETOY: PLAY 2

LAB TEST

What they nailed this time

The board game angle is fresh

What they need to fix

Er, make the board game actually fun to play

We know they're kid's games, we know they're a bit of harmless light-hearted fun – we know, and we don't care. EyeToy games don't have a "license to bite". The gadget has been out since September 2003 and apart from the EyeToy: Play series most of the games have been seriously B-grade. The trend is set to affect Naz the most as he spends a lot of his spare time in budget bins looking for a sub-\$20 copy of *Maximo* and any sandwich scraps that might have fallen to the bin's bottom. How's the man supposed to eat if there are hundreds of EyeToy games blocking his way? Unfortunately, despite having some good ideas, we're predicting *Monkey Mania* is destined for the gaming bin, too.

Let's start off with those good ideas, though. Unlike most EyeToy titles that are disjointed collections of mini-games, *Monkey Mania* is a turn-based board game. Basically you get up to four players together (no doubt dropped off by mommy and daddy) and each has a turn moving their monkey around the 3D board with the winner being the one who can get to the top of the board first. But of course your darling competitors won't make it easy for you, purchasing colourful traps and items to attack you with. One of them, the Lighting Bolt, strips a slew of Pipo (the game's currency) off your buddies before making them skip a turn, while the Spring Board gadget dumps opponents down a level on the board. So far it doesn't sound too bad, and indeed it probably seemed just as inviting when the idea was pitched. Why then does *Monkey Mania* fail?

For a start, turn-based board games have to be expertly crafted with pace in mind or they'll become deathly dull. It's mainly because watching someone else move around a game board isn't entirely stirring. Soon players' minds start to occupy themselves with other things: making a vegemite sandwich, washing the family

dog, cutting their toenails, answering the call of nature. *Monkey Mania* just isn't paced right – there's too much mundane sitting around, watching other people play. Then when your turn does come there's always the chance you'll land on something banal like the pandemic Pipo bonus pads that score you a bunch of game currency. Your turn ends. You let the next person step in front of the TV. You get the idea.

Of course there are the mandatory mini games that spice up the action, though they don't seem to come along as often as often as you'd expect thanks to the less-than-generous distribution of the relevant trigger pads. The games themselves are straightforward – even for EyeToy games – no doubt to cater for the kiddies, though some offer simultaneous four-player action provided you can squeeze four competitors together on the screen. Then it's a case of waving your hands around in the air quickly, whacking that, smacking this. All that jive.

Last time we checked, kids have a shorter attention span than we do. Games aren't like *The Wiggles*, if they're not fun for us it's a big call to expect them to entertain the little ones, isn't it? *Monkey Mania* probably isn't fast-paced enough to polish their buttons, though the board game idea, if improved, probably has enough legs to warrant a much-improved sequel. **A James Ellis**

OFFICIAL VERDICT

Graphics 04 Simple but cute – you know the drill
Sound 04 Was there any sound playing? We've forgotten
Gameplay 04 A bland board game dotted with numb mini games
Lifespan 05 Maybe a fortnight – if you're under 10

An EyeToy board game is a good premise. But the dreary execution isn't close to being fun enough. At least it will encourage the kids to get some fresh air.

05

DRESS YA MONKEY

Like choosing your playing piece in a game of *Monopoly*, *Monkey Mania* allows you to customise your little critter before taking him into ruthless combat. Give him some exotic name like Piccolo, Hernandez, Manolo, or Narayan and dress him up with all manner of hats and accessories. You even get the opportunity to photograph your face into the game.



Wow, we got through that entire review without making one monkey-spanking joke.



Did we mention how nice the game looks?



The nastiest yoyo since Princess from Battle of the Planets



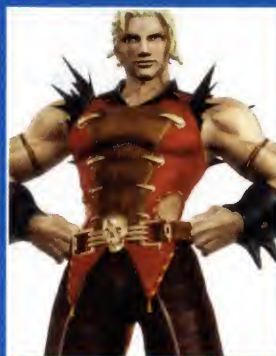
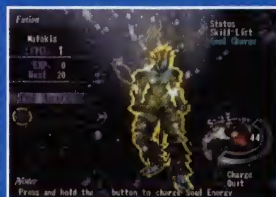
RPG

SHADOW HEARTS: COVENANT

No it's not a shady online dating service

RING OF DESTRUCTION

Customising your Judgment Rings could have been quite a complicated process, but instead Nautilus has chosen to make it rather simple. You collect specific items that do specific things – for example, one item will increase the number of coloured wedges on your ring, while another will increase the area of the wedge. All that remains for you to do is decide whose ring gets which upgrades – a far cry from some of the more labour-intensive RPGs.



While it wouldn't be entirely accurate to say there's a glut of RPGs coming onto the market at the moment, it would be fair to say of those that are arriving there is very little to distinguish one from another, or even from those that came before. At first glance, *Shadow Hearts: Covenant* might appear to be among this group, and thus easily ignored; however, if you do so, you'll be missing out on what might be one of the best RPGs of 2005.

The story of *Shadow Hearts: Covenant* is a direct continuation of the story from *Shadow Hearts*. It starts in the year 1915, with Lieutenant Karin Koenig of the German Imperial Army advancing on the small French village of Domremy. When the troops arrive at the village they're killed by a mysterious demon; only Karin survives.

For those who played the game's forbear, the demon will be recognisable as the hero of the piece, Yuri, and Karin returns to Domremy with warrior-priest Nicolai to confront him. But after Nicolai places a curse on Yuri, Karin instead joins forces with him, thus heralding the beginning of a new saga as the adventurers travel around Europe and Asia seeking a cure for the curse.

The story and characterisation are extremely well fleshed-out, with gorgeous CG cut-scenes and a wry sense of humour that would seem out of place if its insertion into the overall game weren't quite so cunning. Indeed, the game is surprising on more than one level – from the subtle character design to the incorporation of contemporary street jargon in the world of 1915.

All this, of course, would be pretty much meaningless without decent gameplay, and while there are a few irritating little quirks to be found, overall *Shadow Hearts: Covenant* acquits itself admirably. The combat, as expected for the genre, is turn-based, but the actual blows you land on your foes, and how hard and well you hit, is determined by a device (introduced in the first game) called the Judgment Ring.

In purely conceptual terms, the Judgment Ring sounds like an odd idea – a flat disc with wedges of colour, and a spinning radial arm that has to be stopped on the wedges in order for a hit to connect. The later you hit ⊗ within the wedge, the more powerful your hit will be. It sounds peculiar, but it adds a new dimension to the more standard select-enemy-and-wait mode of turn-based RPG gameplay.

Both characters and the Judgment Rings are upgradeable – the characters level up by defeating enemies (naturally), and there are a number of different items scattered around the game world which will allow you to modify your Judgment Rings according to your personal preferences and the character the Ring is attuned to.

It's just as well this is an absorbing process, because the game is marred by an irritatingly fixed camera, random encounters and pointless, annoying cut-scenes at the start of each encounter. These aren't enough to spoil the enjoyment that can be had from the game overall, but they will make you slightly less enthusiastic about entering into battle.

Shadow Hearts: Covenant doesn't really take its genre in any new directions, but it holds itself together with a style and grace seen rarely in an RPG. The Judgment Rings alone will be enough to keep you playing for hours at a time... ♪ Michelle Starr

OFFICIAL VERDICT

Graphics	08	No Final Fantasy, but well-defined, and kinda purdy
Sound	07	Sophisticated voice acting, but the music can get repetitive
Gameplay	08	Subtly addictive – it'll be under your skin before you know it
Lifespan	08	Must... level... up!

Quite honestly, *Shadow Hearts: Covenant* is one of the best RPGs we've seen for a very long time.



DETAILS

DISTRIBUTOR:	RED ANT
DEVELOPER:	NAUTILUS
PRICE:	\$99.95
PLAYERS:	1
OUT:	MARCH
WEBSITE:	WWW.SHADOWHEARTSCOVENANT.COM
60HZ MODE:	NO
WIDESCREEN:	YES
SURROUND SOUND:	YES
ONLINE:	NO

BACK STORY

Shadow Hearts was something of a love story between Yuri and a young girl named Alice Elliot, on the run from an evil magician who believed Alice was his key to destroying the earth. Why do they always want to destroy the earth?

BETTER THAN

SHADOW HEARTS

WORSE THAN

FINAL FANTASY X-2

LAB TEST

What they nailed this time

The addition of Judgment Rings to the turn-based battle system.

What they need to fix

The fixed camera. Seriously, running in one direction only to find a split second later that you're running in the opposite is really, really annoying.

Play-test



"Watch me do the 'robot'!"



"Maybe one day I'll be a real boy"



Holden's new flying minecart unicycle never really took off



"Life... don't talk to me about life..."



PLATFORM

ROBOTS

Think of them as cute Terminators...

DETAILS

DISTRIBUTOR: VIVENDI

UNIVERSAL

DEVELOPER: EUROCOMT

PRICE: \$69.95

PLAYERS: 1

OUT: MARCH

WEBSITE: WWW.EUROCOM.CO.UK

60HZ MODE: NO

WIDESCREEN: NO

SURROUND SOUND: NO

ONLINE: NO

BACK STORY

Eurocom is one of the UK's leading independent developers and has a solid back catalogue including Sphinx and the Cursed Mummy, Spyro: A Hero's Tail, Buffy the Vampire Slayer: Chaos Bleeds and James Bond: Nightfire. They're also in the process of churning out Predator: Concrete Jungle and the new Dark Knight title Batman Begins.

BETTER THAN

CRASH: TWINSANITY

WORSE THAN

RATCHET AND CLANK 3

LAB TEST

What they nailed this time

Captures the film's atmosphere perfectly

What they need to fix

Glaringly unoriginal, clumsy camera

Games made out of kids flicks have an unenviable reputation of being sub-par. *Finding Nemo*, for instance, was total rubbish – but kids and unassuming parents flocked to it like curious onlookers at a car accident. Regardless of whether *Robots* is any good or not, it's probably going to fly off shelves like Paul's pants after nine beers.

Perhaps surprisingly, *Robots* is far from the car accident it could've been. Admittedly, *Finding Nemo* was fighting an uphill battle – trying to make a game where the main character is a fish any good whatsoever is a little tough. Swim this way, swim that way – you're done. *Robots*, on the other hand, was practically begging for a game conversion.

If you've already seen the film the first thing you'll notice is just how close the game comes to emulating the looks and charm of the cinema version. Eurocom has used graphic and animation assets directly from the film and it shows in the admittedly superb presentation. For kiddies who adored the film, the graphics alone should be almost enough to keep them amazed long enough to justify the price of admission.

Stepping into the tin shoes of Rodney Copperbottom, players will need to make their way to the bustling Robot City to meet Bigweld, a famous robot inventor, and eventually save his fellow mechanical marvels from the machinations of the evil tycoon Ratchet. You'll come across all the characters from the movie, as well as around 40 original characters created specifically for the game. Character design is definitely a highlight; NPCs and enemies have all been lavished with stacks of detail and personality.

Rodney can also be upgraded with new abilities



DO THE ROBOT

If you haven't caught the movie, there's not really much to it. Rodney Copperbottom is considered a genius inventor, even in a world full of robots. All he wants to do is make the world a better place and meet his hero, master inventor Bigweld. On his journey he encounters the beautiful Cappy, the evil Ratchet and a group of misfits known as the Rusties – led by the enigmatic Fender. Directed by Chris (Ice Age) Wedel, *Robots* boasts a top shelf cast featuring Ewan McGregor, Halle Berry, Greg Kinnear, Drew Carey, Jamie Kennedy and two of the funniest men on planet, comic legends Mel Brooks and Robn Williams.

as can his Wonderbot, a sort of remote controlled guardian angel. Some of the upgrades fall a little flat though; the Wonderbot upgrade that gives it the ability to collect nuts and bolts for you is disappointing because it's still quicker to do it yourself. Rodney can also wield a variety of weapons and gadgets, and although none of them are a patch on what's available in Insomniac's superb threesome (*Ratchet & Clank 1, 2 and 3*), they nevertheless take *Robots* past *Crash* and *Spyro* territory. That said, aiming the said weapons could've been a great deal easier and kids may get a little frustrated with the aiming controls.

Despite its good looks, the biggest problem with *Robots* is that without the license it's quite an average platformer. It's solid, robust and is certainly one of the better games based on children's properties in recent memory. But we already have a game where the main character carries a wrench, battles robots and collect nuts and bolts – it's called *Ratchet & Clank*. **A Luke Reilly**

OFFICIAL VERDICT

Graphics	08	Great graphics, extraordinarily faithful to its celluloid cousin
Sound	05	Decent voice acting and tunes maintain the tone of the film
Gameplay	05	Controls can be a little sloppy and aiming is ropey
Lifespan	05	Not exactly epic – only bored kids will come back

Solid, if a little inconsistent fun for the undemanding, we can guarantee kids will lap *Robots* up like it's going out of fashion.

06





X ACTION

BLOOD WILL TELL: OSAMU TEZUKA'S DORORO

Don't ask if you don't wanna know

X DETAILS

DISTRIBUTOR: THQ DEVELOPER: SEGA PRICE: \$79.95 OUT: NOW

O samu Tezuka is one helluva storyteller. The creator of many cult Japanese animations and comics (ever heard of *Astro Boy*?), he's widely regarded as one of the most creative imports from the land of the rising sun.

Accordingly, *Blood Will Tell*, based on his anime/manga entitled *Dororo*, features one of the most engaging storylines we've seen in a while, coupled with some pretty decent samurai demon-slashing to carry it along.

Now, the combat is nothing new. It's very *Devil-May-Cry*-meets-*Onimusha*, but is given a slight edge by the weapons that the main character, Hyakkimaru uses (which are extensions of his own body).

Overall, though, it's only the innovation of



the actual ideas, and not the execution, which carry the game. Yes, it's decent, and it works well enough – but as you play, one can't help thinking that the concept could have been taken so much further. **Michelle Starr**

OFFICIAL VERDICT

Graphics	06	Passable, if dated, and a really irritating camera
Sound	07	Nicely acted, and well designed
Gameplay	06	Lackluster
Lifespan	08	Plenty to do – pity it's not more interesting

Some amazingly well-realised ideas which unfortunately fall quite short of what the game could – and should – have been.

07



X RPG

SUIKODEN IV

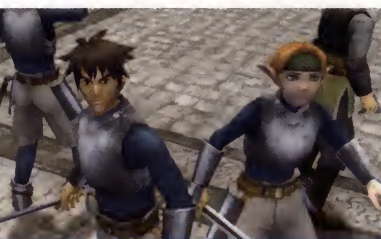
Four times the sequel does not equal four times the fun

X DETAILS

DISTRIBUTOR: ATARI DEVELOPER: KONAMI PRICE: \$99.95 OUT: FEBRUARY 2005

T he *Suikoden* games have, until now, been of a consistently high standard. *Suikoden IV* is supposed to be a prequel to the other three games, and as such, a few things have been changed – the battles, for instance, now take place mostly on water, and you won't see many familiar faces. But, in fact, for anyone who hasn't played any of the previous three games, *Suikoden IV* has very little to offer.

The hand-to-hand combat is pretty basic turn-based gameplay, and the naval battles are the same, with an element of strategy thrown in. However, neither are particularly engaging as there's simply not enough tension or feeling for the characters to involve the gamer on anything but the most surface level.



Add to that a story that, well, tells the same old story – ancient evil... young hero... etc – and what you have is an imperfect RPG. The market's also so saturated that you can find better elsewhere. **Michelle Starr**

OFFICIAL VERDICT

Graphics	06	Dated and bland, with very bad '90s hairdos
Sound	06	The voice-acting rocks, but the music sucks
Gameplay	06	Uninteresting and uninspired
Lifespan	05	If you're a fan, you might want to catch the story

Suikoden IV plays a bit too much like the developers just gave up halfway through, cobbled together what they could, and released it.

05



X FIGHTING

GUILTY GEAR X2 #RELOAD

It's like playing paper, rock, scissors, HORDE OF DEMONS!

X DETAILS

DISTRIBUTOR: TBC DEVELOPER: SAMMY STUDIOS PRICE: \$99.95 OUT: NOW

F or most gamers the 2D fighter is an old, dead, slightly whiffy, beast that became obsolete as soon as 3D fighters burst onto the scene.

Whilst *Guilty Gear X2 #Reload* won't convert staunch haters of the genre, it does present a valid argument for the case that there's still life left in the 2D beater.

Comprising nine play modes, including Story, Versus, Mission and others, GG impresses most with its sheer imagination.

Example: In an average game of, say, *Soul Calibur II* you might chuck your opponent in the air, smack them with the back of your foot and then throw them across the ring. In GG a special move has you summoning a horde of demons, raining fire upon your enemies



or channelling spirits that swallow your enemies whole! And that's just with a few button pushes. When you start busting out the really hip combos, things get really over the top. **Anthony O'Connor**

OFFICIAL VERDICT

Graphics	07	About as good as 2D gets. Very distinctive
Sound	06	You've heard it all before. Adequate
Gameplay	07	Easy to play, hard to master, cool to watch
Lifespan	08	If this is your bag you'll be at it for ages

Guilty Gear X2 #Reload is a fast, colourful explosion of old school fighting. Tough, big and loads of fun.

06



X BEAT 'EM UP

TEENAGE MUTANT NINJA TURTLES 2 - BATTLE NEXUS

Four-player support can't save the the turtles

X DETAILS

DISTRIBUTOR: ATARI DEVELOPER: KONAMI PRICE: \$99.95 OUT: NOW

T eenage Mutant Ninja Turtles was arguably the last decent cartoon/toy advertisement prior to the takeover of children's television in the mid-to-late nineties led by *Pokemon*, *Digimon*, *Yu-Gi-Oh* and various other things that sound funny when you're drunk.

Sadly, the ass-kicking amphibians' first outing on the PS2 did little for us other than briefly satiate our appetite for all things nostalgic. Luckily the four player multitap support that was glaringly absent from the first game is a feature of *TMNT2: Battle Nexus*, although conning your pals into suffering through this disaster will be infinitely more challenging than playing the game itself.

Woefully repetitious combat, clunky and

unresponsive controls, strangely apathetic AI enemies and a horribly fixed camera are but four reasons why you should give this unfortunate title a miss. Heroes in a half-shell? Half-baked is more like it. **Tristan Ogilvie**

OFFICIAL VERDICT

Graphics	06	Cel-shaded turtles look cool, environments look bland
Sound	06	Annoying sound effects that suit the game
Gameplay	04	Puts a heavy, docile "cow" into cowabunga
Lifespan	04	Considerably shorter than that of an actual turtle

The only way you'll get the original *TMNT* arcade game on your PS2, a prospect that's both enticing and depressing.

04



SHAUN OF THE DEAD

Director: Edgar Wright **Starring:** Simon Pegg, Kate Ashfield, Nick Frost
Rating: MA15+ **Out:** Now



FILM: You wouldn't drizzle chocolate topping on a meat pie, but that's pretty much what Edgar Wright did with *Shaun of the Dead* – and it worked. Combining two film genres that couldn't be more different (romantic comedy and zombie horror) the final product boasts the strengths of each but does nothing to alienate fans in either camp. Shaun (Pegg) is one of life's classic losers. When he's not working in an electrical goods store with a bunch of recalcitrant teenagers or sitting on the lounge with his derelict mate Ed (Frost) Shaun is doing his best to ruin his relationship with girlfriend Liz (Ashfield). It seems nothing can improve his lot – until the dead begin get up and walk. Caught in the midst of a zombie holocaust, Shaun not only smartens up his act, he finds heroic traits in himself he never knew existed. Wright and Pegg (who also co-wrote) know their George A Romero movies inside out (or maybe that should be "insides out") and competently

imitate the Richard Curtis style of comedy while adding their own dash of vulgarity. Funny, touching, scary and depicting some really horrible gore, *Shaun of the Dead* was one of 2004's biggest surprise packages. **9/10**

EXTRAS: If you're dead keen on outtakes, go to the special features menu – you'll dig up ten minutes worth of fluffed lines and infectious giggling. There's also a commentary featuring Wright and Pegg and an interesting featurette. **7/10**

VERDICT: Funny, touching, scary and depicting some really horrible gore, *Shaun of the Dead* was one of 2004's biggest surprise packages. **KA**

NEXT PLEASE

Edgar Wright's next film is tipped to be Scott Pilgrim's Precious Little Life, based on the graphic novel of the same name. Wright's on the left.



VIVA LA BAM: SEASON ONE

Director: Various **Starring:** Bam Margera, Phil Margera, April Margera, Ryan Dunn, Chris Raab, Rake Yohn, Brandon DiCamillo **Rating:** MA15+ **Out:** Now



FILM: Some of the funniest bits of the *Jackass* series were the practical jokes played on Bam Margera's long-suffering parents.

Alligators in the kitchen, boobytraps in the front yard, midnight fireworks displays in their bedroom – they took it all with surprising good humour and only the occasional F-word. After the *Jackass* crew disbanded, Margera took a few bodles with him and turned his parents' misery into a feature-length TV program – and if the moistness of our screening-room couch is anything to go by, it's piss-funny. Before the end of the season, Margera has totalled his father's car and banned him from all restaurants in the local area, turned his parents' house into a skate park and a castle (complete with drawbridge and moat), painted the entire kitchen and everything in it blue, filled Phil's toothpaste with mince and so horrified his grandmother that she demands to be taken back to her crummy apartment. Oh, and there's the opening "gag" where they blindfold Rake Yohn



and get him to whack a piñata, which is actually attached to a beehive... If you didn't understand the humour in *Jackass*, you're going to be equally befuddled – or disgusted – by the totally outrageous behaviour on display in *Viva La Bam*. But if you're still mourning the cancellation of the skull-and-cross-crutches crew, this is the next best thing. Welcome to *Viva La Bam*! **8/10**

EXTRAS: The "uncommon-tary" track features Bam and crew, and there's the obligatory handful of deleted scenes, and music videos. A cast Q and A rounds out the bulk of the extras. Oh, there's also the full scavenger hunt list if you and your mates are in the mood for being arrested. **7/10**

VERDICT: Hilarious and disgusting, *Jackass* and *CKY* fans should be more than happy. **KA**



BAM BAM

Some of the items on Bam's scavenger list are 'run a mile without pants', 'autograph a cow', 'take a bite out of a stranger's meal at a restaurant', 'get a math problem tattoo' and 'shot-put a turkey into your car'.





Better Energy Systems Solio

Manufacturer: Better Energy Systems **Available:** Now **Price:** \$125.00

If you love treks that take you miles from an electricity socket, then this interesting-looking solar charger is aimed squarely at you. The device fans out to a clover shape for catching rays, and it then takes eight to ten hours to fully charge the high-capacity internal battery. Once that's done, the unit can be used to power up an iPod or, if you buy the optional add-on connector pack, a range of other devices. It has to be said that ten hours is a very, very long time to wait before letting the juice loose, but at least you can then fully charge an iPod or mobile phone in one shot. This alone makes the Solio a reasonable bet. **NM**

VERDICT: Neat design and a high capacity battery, but it does take an age to charge. **6/10**

Imation Usb 2.0 Swivel Flash Drive

Manufacturer: Imation **Available:** Now **Price:** \$111.00, \$182.90, \$302.05

If you don't fancy carrying 200 odd floppy discs around in your pocket perhaps this is a worthwhile investment. The unique swivel design means you'll never lose the cap and it's available in three capacities: 128MB, 512MB and 1GB. With ten year data retention, the Imation USB 2.0 Swivel Flash Drive is good for 100,000 write cycles. Make use of the lanyard though, trying to find a loose flash drive on a cluttered desk is like trying to find a virgin at the Big Day Out. **TS**

VERDICT: Extraordinarily easy to use, ultra-fast and reliable, an invaluable to-and-from work tool. **8/10**



SUBSCRIPTION ORDER FORM



I would like to subscribe to Official Australian PlayStation 2 Magazine starting with the next available issue.

1. YOUR DETAILS

TITLE ☐ MR ☐ MRS ☐ MS ☐ MISS

Name _____

Address _____

State _____ Postcode _____

Email Address _____

Tel no. (inc. area code) _____

☐ Tick if you do not wish to receive information about special promotions from Derwent Howard and carefully selected partners.

2. PLEASE TICK ONE BOX

AUSTRALIA

- ☐ One payment of \$69.95 FOR 6 months SAVE \$19.75 OFF COVER PRICE
☐ One payment of \$99.95 FOR 12 months SAVE \$79.45 OFF COVER PRICE

NEW ZEALAND

- ☐ One payment of \$117.95 (AUD) FOR 12 months SAVE \$61.45 OFF COVER PRICE

INTERNATIONAL

- ☐ One payment of \$159.95 (AUD) FOR 12 months SAVE \$19.45 OFF COVER PRICE

3. METHOD OF PAYMENT

☐ Cheque/Money Order (Aust only) make payable to Derwent Howard Pty Ltd.

(AUD\$ drawn on an Australian bank account)

☐ Mastercard ☐ Visa ☐ Bankcard

Card No

□□□□ □□□□ □□□□ □□□□

Expiry date □□/□□

Card Holder Name (PLEASE PRINT) _____

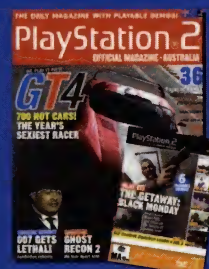
Signature _____ Date _____

DERWENT  HOWARD

ORDER CODE: OPS39
OFFER ENDS: 20.04.2005

ONLY \$8.35 PER ISSUE!

**SAVE
44%
OFF THE COVER
PRICE!**



12 ISSUES FOR \$99.95

SAVE \$79.45 OFF COVER PRICE!

6 ISSUES FOR \$69.95

SAVE \$19.95 OFF COVER PRICE!

SUBSCRIBE AND HAVE

FREE POST:

Derwent Howard, Reply Paid 1037, Bondi Junction, NSW 1355

SUBSCRIBE AND SAVE!

ACT NOW FOR MASSIVE SAVINGS!

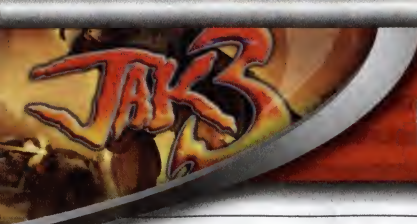


- Pay only \$8.35 per issue...
...save \$6.60 off the cover price
- Only \$99.95 for 12 issues!

3 WAYS TO SUBSCRIBE:

- Go to our website:
www.derwenthoward.com.au
- Call our order hotline:
1800 007 820
Lines are open 9AM-5PM Monday – Friday
- Fill in the form & FREEPOST to:
Derwent Howard, Reply Paid 1037,
Bondi Junction, NSW 1355

OFFICIAL AUSTRALIAN PLAYSTATION 2 MAGAZINE DELIVERED TO YOUR DOOR FOR LESS!



Re-boot



Who doesn't know Jak? Bless his pointy ears, he just keeps getting better with age – like that bottle of metho Luke's fond of taking swigs from. And unlike metho, you can have as much Jak as you want without ever worrying about it killing you. So come with us as we explore the delicate bouquet and subtle complexities of a game that's ripe for the playing – just like Heidi's... [that's quite enough, Ed].

James Ellis

JAMES ELLIS
Tips Editor



GETTING JAK OF FAILING YOUR MISSIONS?

JAK 3

Tuck In to our mission-by-mission smorgasbord

COMPLETE ARENA TRAINING COURSE

An easy mission to start things off. Simply collect the tokens using all of Jak's moves.

EARN 1ST WAR AMULET

Blast anyone who comes near you. When the floor starts bubbling lava, jump on top of one of the crates. You can wait until the lava goes to continue the battle or double jump to another crate, it's up to you.

CATCH KANGA-RATS

Go left and follow the path until you're watching a cut scene. Then grab your, uh, vehicle and chase down the big red dots on your screen. When you're in range, press square to do a charge attack to take them down.

UNLOCK SATELLITE

Follow the icon on the map and watch the cut scene. After the movie you will need to play a rhythm type game. When the symbols get close enough to the circles, hit the appropriate button.

LEARN TO DRIVE A VEHICLE/BEAT KLEIVER IN DESERT RACE

Go the next icon on your map. It's a long walk so grab a leaper. When learning to drive, follow the green dots on your map performing all the necessary moves. The race is fairly easy so just drive. Note that some of the turbos can only be picked up by jumping. When you reach the peak of the hill, hit L1 and you should be able to grab it.

RACE FOR ARTIFACTS

Go back to where you collected the vehicle to talk to Damas. Follow the green dots on

your map. When you see a red dot, try and avoid as they only want to see you die. For the last green dot, put your foot down to get to it otherwise time will run out.

BEAT MONKS IN LEAPER RACE

Go to Seem and she will put you in a race. Go through all the gates. When there is a gate just above the ground make sure you jump to go through it. If you're having trouble getting past the other monks, jump over them.

DESTROY METAL HEAD BEASTS

Go see Kleiver. He will send you out to the desert to battle some metal heads. Jump in the vehicle. Keep your distance from the metal heads because if you get too close they will send you flying. The best way to take them down is shoot them from behind. When they turn around, reverse and skid out to the side. Then repeat until you've taken down all four.

EARN 2ND WAR AMULET

Get back to base. When you're out of the arena, take a leaper to Damas. After the cutscene, go to the arena for your next battle. Blast everything that moves. When the lava starts bubbling jump to the next platform. Continue until you've killed everyone. Then go and collect your prizes.

CORRAL WILD LEAPERS

Go and see Kleiver. After the movie drive out to the city. When the leaper symbol appears, drive in close so Daxter can hijack it. Once he does, steer him back to the pen. You can't hit anything otherwise the lizard will die, that includes the growth on the ground. You only need to catch three to complete the mission.

CLIMB MONK TEMPLE TOWER

Drive to the red symbol on your map. When you get to the structure, turn left and go through the doors. Go to your right



"Make fun of my ears one more time and I'll do stuff to you that makes *Manhunt* look tame!"



"I know it's embarrassing, but we can't throw him in prison because he dumped you for his ferret..."

to find some rocks you can climb. Make your way to the top by jumping pillars and swinging on poles.

GLIDE TO VOLCANO

Hit all the accelerator rings. Some of them will need to be shot in order to open. Make sure you glide over the blue air as these will allow you to glide longer.

FIND SATELLITE IN VOLCANO

Chase down the leaper, blasting all the metal heads you come across. When you're riding the leaper you'll need to avoid the fireballs. After the last set of enemies you'll climb a ladder and take over as Daxter. To begin with you'll need to dodge the fireballs, then some lava falls, then you'll need to smash some metal heads and dodge some more fireballs. When you knock down the pillar, scurry back to Jak. Cross the pillar again and shoot some more metal heads. When you get to the blow hole, hit the stone pillar on to it to use it as a transport device. After blasting a few more metal heads you'll take over as Daxter again. Slide down the pipes jumping when there is a gap. Then use the jump platforms to make it to the top of the volcano. You'll need to take out some bad guys along the way. When you're back as Jak, push the stone pillar over the next blow hole. Shoot some more metal heads and then push a couple of more pillars onto blowholes. Take the middle one up to the next level. Continue forward until you're at a lava creek with stones. Jump on to the stone then roll jump to the ladder.

FIND ORACLE IN MONK TEMPLE

Go back down to the lava creek and follow it to the next ledge. Continue until you see dark eco figure. Press triangle to enter invisibility. Then move past the eye to the transporter. Do the same to get past the eye in the main foyer. Follow the path, eliminating the spiders. When you



get to the purple wave, stand in it to fill your dark eco. Go in to the next room and head left. Turn invisible and make your way to the button in the middle of the room. Hit it and then turn into Dark Jak. Do a dark bomb and then go through the door. Go left to find another invisibility icon. Swing across the poles to reach the next one. Repeat until you're blasting more spiders. You can also fill up your dark eco here. Move towards the oracle symbol to watch the next cut scene. Continue forward for yet another cut scene. After that head through the transporter.

RESCUE WASTELANDERS

Hope into your Dune Hopper and go and see Damas. After the movie go and grab your car and head out to the wastelands. Follow the green dots on your map, avoiding the red dots. The last wastelander is dead so you will have to face a boss instead. When he's doing the electric attack stay underneath him and avoid the shocks. He will eventually fall to the ground. Jump his attacks while shooting him. After he's dead head back to the city.

BEAT TURRET CHALLENGE

Go see Kleiver. You now have to beat his turret score.



Simply point and shoot. Miss 10 and you'll have to start all over again.

DEFEAT MARAUDERS IN ARENA

Time to go see Damas and complete another battle. Kill anything that gets in your way.

DESTROY EGGS IN NEST

Go and grab a vehicle and head out to the nest. Keep your finger down on R1 and just drive. The nests are big glowing green things. Half of them are in one room and half are in another. When you get the countdown use the same method as you came in.

FIND ASHELIN AT OASIS

Take the vehicle to the next symbol. When the attack begins blow everyone away. You'll need to kill everyone as well as destroy the vehicles before you proceed.

COMPLETE MONK TEMPLE TESTS

Follow the path down until you're in the big round room where the button was in the middle. Go to the door with two round circles. Kill the metal heads and then jump on



Re-boot



jumped. He then releases some creatures – shoot them with the Beam Reflexor. Finally he'll create some pillars for you. Jump on these so you can shoot at the bomb trains above him. Do this twice more and you'll have a new weapon mod.

REACH PORT VIA SEWER

After the cut scene head down to the sewers blasting all the metal heads in sight. When you get to the second



door you will need to use your Jetboard. Look for holes that aren't going green. They're the ones that are safe to go down. When you come to the water hop off and kill the metal heads. Then get back on your board and head to the next spot. Most of your time on the water will be spent going towards the current. When you get to the fans, jump off the board and shoot them. Continue on your board until you're at the next door. Get ready to shoot because there are going to be an army of flying



Eggs anyone?

The egg-shaped orbs are once again your ticket for the game's cheats. Most are pretty easy to find but just in case, here's how to get to the harder-to-find orbs.

SPARGUS PALACE

- 1 In the water to the right of Damas' Throne.
- 2 In one of the pots on the far side of the throne room.
- 3 In a pot behind Damas's throne.
- 4 In the open behind the large water wheel.
- 5 In the water to the left of the throne (when facing away from it).

SPARGUS CITY EAST SIDE

- 6 Underneath the awning. Reach it by jumping across on the back of a leaper lizard.
- 7 In a pot next to the light eco well.
- 8 In a pot on the ledge opposite the house with the windmill.
- 9 Balanced on the rubble in the main square. Reach it by jumping off a nearby ledge while riding a leaper.
- 10 In a pot on the ledge south-east of the main square.
- 11 In a sack on the rooftops to the right of the arena steps.
- 12 On the rooftops to the left of the arena.
- 13 In a box in the alleyway between two houses in the centre of the main square, where you will also find a ladder.
- 14 On the rail above the ladder.
- 15 On the domed roof of the building next to the tower. Reach it by grinding the rail above the ladder, then jumping off the end of the rail across to the building.
- 16 On the rail that winds around the grey tower in the centre of the main square. Reach the tower by grinding and jumping off the small rail jumping out of the domed building.
- 19 On the roof of the other building adjacent to the tower that has a bridge next to it. Reach the roof by leaping off the top of the tower after grinding the rail all the way up, or by using the power of the light flight to fly across from the domed building.

- 20 On the roof opposite the building with the ladder. Climb up the ladder then long jump across.
- 21 Hidden deep in a corner at the beginning of the passageway to the western sector (on the right side).
- 22 On a ledge on the right side of the passageway that leads to the western resort of the city.
- 23 On a ledge on the left side of the passageway that leads to the resort.

SPARGUS CITY WEST SIDE

- 24 On the rocks by the seashore.
- 25 On the rock in the shallow part of the ocean. You can swim or fly there.
- 26 On the far side of the gun turret island. Swim or jump around and climb up the rocks to reach it.
- 27 On the cliffs at the farthest western point of the resort.
- 28 On the canopy on the west side of the port. Reach it by bouncing on the canopy closest to it, when riding a leaper lizard.
- 29 On the rooftop in the centre of the resort. Reach the rooftop by climbing up the two ladders in between the two buildings in the south of the resort. Use light flight to reach the other side. The orb is hidden in a box.
- 30 This orb is obtainable by flying off the roof in the direction of the sea and bouncing on a canopy to the left of the orb.
- 31 In a pot on the rooftop opposite the rooftop that you reached after climbing the first of the two ladders. You can fly across.
- 32 Hidden in boxes on the rooftops in the south-east of the resort. Reach it by climbing up the two ladders, then flying off in the opposite direction from the seashore.
- 33 On the rooftops of the row of houses east of the resort area. Reach the first by climbing up the two ladders to the top. Grind the rail and jump off halfway along.
- 34 This orb is hidden in a box on the other side of the same roof.
- 35 This orb is found after flying or long jumping from the

place where you found the last orb and then grinding to the right.

- 36 In the baskets around the fruit stands in the centre of the resort.
- 37 In the air between the palm trees next to the fruit stands. Reach it by bouncing on the canopies that cover the fruit stands.
- 38 In a crate on a ledge uphill from the seashore market.
- 39 In a sack on the highest ledge at the top of the hill.

SPARGUS ARENA

- 40 Hidden in urns on Damas' platform.
- 41 In the open on Damas' platform.

HAVEN CITY PORT

- 42 In a Crate in an alcove on the east side of the port, when facing away from the harbour.
- 43 In a corner in the centre of the port, close to the Naughty Ottsel.
- 44 Under the large pipe in the waters of the port. Reach it by diving.
- 45 On the telegraph wires that stretch across the waters of the port. You can climb the two towers by hanging on the small pipes that are attached to the towers. For some of the orbs you must use the launch jump.
- 46 In the rubble in the centre of the port, on the northern side.
- 47 Grind the rails on the east side of the port.
- 48 In crates on the tower platform on the west side of the port.
- 49 In a crate on the tower platform on the east side of the port.
- 50 Under the bridge in the middle of the port.

HAVEN CITY INDUSTRIAL ZONE

- 51 In a crate hidden behind the spherical tank on the route leading from the east side of the port towards the Industrial Zone.
- 52 Above the entrance to the Sewers in the Industrial Zone.



"I can't believe they kicked me out of Heaven because of my ferret-loving..."

metal heads after you. Shoot them down then head to the lift. After the ride grab a hovercraft and go to your old home.

DESTROY INCOMING BLAST BOTS

Spray bullets at the bots until they release some bombs. Kick the bombs back at them and then they will self destruct. Kill all three then head back to the base.

DESTROY BARRIER WITH MISSILE

This one is fairly easy. Avoid all objects and you should be fine. Don't worry about the people though, you can run them down and the bomb won't go off.

BEAT GUN COURSE 1

Go to the guns course and get ready to take it on. Some of the targets will shoot back so be careful. You need 10,000 for the new weapon, so don't waste any time – start blasting.

DESTROY SNIPER CANNONS

Go see Torn then head out towards the red dots. When on the platform look for a circle that looks like a sewer lid before pressing the buttons. Press the buttons farthest away moving inwards. Then blast the beacon that comes

out of the ground. Repeat until you hear Torn's voice.

REACH METAL HEAD AREA VIA SEWER

Go to the base then head to the sewers. Take the path to the right. Arm yourself with the Beam Reflexor for the flying droids and use the Gyro Burster on the little ones. When you come to the flying droids with circular saws, make your way into the middle of the structure to activate the button. You can't take out these creatures so just dodge them when they're close. Then go through the door and take the lift.

DESTROY DARK ECO TANKS

Go through and look for the vine. Grind to the platform and jump right up to the top to take out the dark eco tank. Just hit it to destroy it. When there is no place to grind, use the wind plants to blow yourself there. Make sure you jump the shock waves when you're grinding. Continue down the path until you've destroyed all five eco tanks. Use your new power to destroy the wall.

KILL DARK PLANTS IN FORREST

This is a pretty easy mission. Jet over the green eco first, then ride of the purple plants. Take them all out to complete the mission.

- 53 In a crate near the kiosk in the middle of the Industrial Zone.
- 54 In a crate in an alcove between some pipes, just around the corner from another kiosk.
- 55 By grinding the rail on the large walkway near the entrance to the slums.
- 56 On the side of the walkway next to the wall in the middle of the industrial Zone. Leap off the walkway with a double jump.
- 57 To the right of the walkway ramp leading down to the entrance to the slums, in the small gap between the ramp and the wall.
- 58 On the rail between two sections of the walkway next to the first ramp near the kiosk.
- 59 In the open in an alcove opposite the first ramp.
- 60 In the open on the right side of a kiosk near the first ramp.
- 61 Climb up the pipes near the ramp in the middle of the Industrial Zone.
- 62 In a crate on a platform among the pipes in the south-east of the Industrial Zone.
- 63 In an alcove in the south-east of the Industrial Zone.
- 64 Beside a ramp in the middle of the industrial Zone.

HAVEN CITY SLUMS

- 65 In a crate in the east of the Slums.
- 66 On a rooftop in the north of the Slums: park beside the roof in a zoomer, then jump on top of the vehicle and use light flight to reach the roof.
- 67 In a crate on the roof of the house in the north-westernmost part of the slums.

HAVEN CITY – NEW HAVEN

- 68 In a crate underneath a tree in the centre of New Haven.
- 69 in the tree next to the small fountain. Reach it by double jumping off the fountain.
- 70 Next to the small fountain, hidden in the bush.
- 71 In the tree in the north of New Haven.
- 72 Above the yellow and black striped rail. To reach it,

- Grind the first rail and then jump across to the next rail.
- 73 In the big fountain in the middle of New Haven. Jump up onto the fountain and then use a spin jump to get it.
- 74 Above the yellow and black striped rail in the northern part of New Haven.
- 75 Under the water in New Haven.
- 76 Underwater below the tower that's fallen across the canal – climb over or around the wreckage to reach it.
- 77 Under a piece of wreckage next to a large pipe on the side of the canal leading to the Palace Ruins.
- 78 In a crate under some rubble in this sector.
- 79 High up on a pile of wreckage to the right of the canal as you approach the entrance to the Palace Ruins. Reach it by climbing up onto the rubble and grinding the rail.
- 80 Behind a pipe on the side of the canal at the furthest point away from the entrance to the Palace Ruins.
- 81 In an alcove to the left of the Question Mark Kiosk in this area.
- 82 In the open at the southern part of this area.
- 83 In a crate at the southern part of this area.

HAVEN CITY PALACE RUINS

- 84 In the Palace Ruins on top of the rusty pipes at the start. Reach it by double jumping across three pipes.
- 85 in a secret side-passage that can only be reached with light flight (see map).
- 86 On the ledge at the start of the level, to the left.

THE MONK TEMPLE

- 87 Above the entrance to the Monk Temple. You can reach them by using the Dune Hopper to jump up near the ledge they reside on and then leaping from the vehicle onto the ledge.
- 88 Hidden in an urn in the Oracle Chamber, during the mission "Find Oracle in Monk Temple".
- 89 Hidden In urns in the Oracle Chamber, during the mission "Complete Monk Temple Tests".

- 90 During the mission "Rescue Seem at Temple", after receiving the power of light flight in the Oracle Chamber, fly over to the platform on the left, then into the room. Smash the pots to get the orbs.
- 91 Hidden In an urn in the Oracle Chamber during the mission "Rescue Seem at Temple".
- 92 Hidden in an urn on the broken bridge in the room where Jak meets Seem, during the mission "Rescue Seem at Temple".

METAL HEAD NEST

- 93 Behind the stalactites and stalagmites halfway along the entrance tunnel.

SEWERS

- 94 In crates which you can find during the mission "Reach Port via Sewer". When you reach the area with the large circular jump pad, mount your jet board and ride the air vent upwards to reach the secret area containing the two crates.
- 95 in crates in the secret room at the end of the mission "Reach Port via Sewer".
- 96 In crates in the secret room during the mission "Reach Metal Head Area via Sewer".
- 97 In crates in the secret room inside the entrance chamber during the mission "Find Switch in Sewer".
- 98 In crates in the secret room above the water, around the corner from the jump pad. Jump from the water and grab the ladder to reach the room during the mission "Find Switch in Sewer".
- 99 In crates in the semi-secret room above a jump pad, during the mission "Find Switch in Sewer".





Re-boot



"People make fun of you, just because your girlfriend is a parrot? What bastards. I'm here for you, buddy"

DESTROY ECO GRID WITH JINX

Use the Wave Concussor on the first two bunches of enemies. Then when things start heating up, switch to the Beam Reflexor.

HIJACK ECO VEHICLE

Follow the green dot on your map. When you hijack the vehicle, stay low to the ground and get the hell out of there. Do not take your finger off the X button. When you get to the water, shoot the blue barrels then steer away. When you have only one left go towards Naughty Ottsel.

DEFEND PORT FROM ATTACK

Shoot everything that moves, except the blue guys. You'll need the weapon upgrades to make it though this one so make sure you pick them up. On the third screen you will need to protect the civilians. If they all die then it's game over. On the last screen make sure you kick the bombs back at the bots.

BEAT GUN COURSE 2

Go and see Tess who will put through the next gun course. Your best strategy is to get right up close to the targets and use the Wave Concussor. Get 1100 and the new mod is yours.

BREAK BARRIER WITH BLAST BOT

Keep walking and shooting. When you come to the other blast bots, keep moving and shooting so the bot can't get a lock on you. When you come to the green dot, walk towards it and Jak will do the rest.

DEFEND HQ FROM ATTACK

Go to the new base and get ready for some action. This mission is easy thanks to the Peacemaker. Use it to take out the ships. The ships have two attacks, a missile drop and laser attack. The missile drop can be avoided by staying away from the targets on the ground and the laser attack can be avoided by jumping.

FIND SWITCH IN SEWERS

Blast your way through the sewers. Don't worry too much about the laser beams. Just time your jumps and you'll

be OK. When you come to a turret in the water shooting shockwaves and a button behind it, jump the shockwaves and hit the button. Head down the waterfall and kill some more creatures. Go up the ledges and underneath the fence. Continue on to the switch killing a few more bots here and there.

FIND CYPHER IN ECO GRID

Just like Pac man, eat all the power pellets. But instead of having six ghosts chasing after you, you only have one. You can tell when he's coming by paying attention to the square. Eat all the pellets and it's game over. Make sure you grab the gold item too.

RACE FOR MORE ARTEFACTS

Go and see Sig – he'll give you another vehicle to take out. It must have been quite a storm because there are a lot of artifacts. Just follow the green dots on your map then head back to base when you're done.

DESTROY METAL-PEDES IN NEST

This is similar to when you had to destroy the eggs. Keep your finger on the R1 button and you'll cruise through the mission. The little creatures are more of a threat than the Metal-pedes.

CHASE DOWN METAL HEAD BEASTS

Shoot down the Metal Heads until one of them drops the artifact you're looking for. The flying metal heads should be taken out as soon as they are seen. Don't forget to take out the purple rocks the land creatures throw either. This will conserve your vehicle life. Once you have the artifact go and see Damas.

DEFEND SPARGUS' FRONT GATE

The Dune Cannon is the best car for this mission. Try to focus on the red dots more than the orange dots. But make sure you take care of those orange dots too, because they'll do some damage. But to complete the mission you'll need to destroy all the big vehicles.

TAKE OUT MARAUDER STRONGHOLD

Drive to the site then pull out your Beam Reflexor.

Run around in circles firing off rounds while avoiding the fireballs. The bullets will just keep bouncing and hitting targets so you'll have 40 kills in no time. As soon as you can, take off in your vehicle for the second part of the mission. Simply get close enough and drop a bomb on their head and they'll be toast. If you crash or get taken out then use a turbo to bring yourself back up to speed.

BEAT PILLAR RING CHALLENGES

This one will test out your jet board skills. Go up to the statues and hit them. Then follow the blue wave and go through the rings. Complete all five courses then head up to the top of the Precursor structure.

DESTROY WAR FACTORY DEFENSES

Go see Torn at Freedom HQ then wait for the door to open so you can get on the lift to find the Hellcat. When you're in the air, shoot missiles at the pillar in the centre to take out all four lights. This saves you from shooting each light one at a time. Once you're out of missiles you'll need to use your regular weapons. Destroy everything in sight and the mission will end.

EXPLORE WAR FACTORY

Ride the elevator down and kill anything that moves. When you get the big steel gate, smash the grate in the floor to get to the room below. Walk to the pipe to take over as Daxter. Swing across then kick the red switch. Now you're back as Jak. Make your way to the red square platform. When you go back to controlling Daxter, wait for the red lasers to stop before making your way to the next switch. After that, head back to Jak. Continue along the platforms to a cracked window. Shoot the window then blast a bunch of metal heads. Look for another breakable grate to jump down. Make your way to another pipe and give the controls back to Dax. After you've made it past the red lasers and lava jets, hit the switch and go back to Jak. Now shoot some more robots until you see the red car at the conveyor belt. Drive the car along the belts, using the R2 button to break through the gates. When you get to the lift get ready to take on Cyber Erroll. Stay under the platform

Errol is on and blast everything that he shoots out. When the pod pops out kick it to deal damage on him. Later during the battle, Errol will shoot bombs. Watch the shockwaves and watch the KG robots that come out shortly after. When the next pods arrive, you'll need to go out to them to kick them. The next wave will just be pods, so quickly kick as many as you can. Finally a wave of metal heads will be unleashed, kill them then kick another pod and Errol will be no more.

RESCUE SEEM AT TEMPLE

Take the Dune Hopper out to the temple. Take out the new metal heads and make your way downstairs. When you come to the cracked window, blast it with the dark blast. You'll need to do the same thing later past the moving bars next to the invisibility statue. Kill some more metal heads on the platforms then break another window with a dark blast. After you charge up your light eco talk to the statue. Jump on the platforms on the right and make your way through the air using your new light Jak powers. Eventually you'll find Seem. After the scene, head back to Spargus.

DEFEND SPARGUS FROM ATTACK

The only way you can kill these guys is by putting a bullet in their head, shoulders and knees. Avoid the dark eco balls, you can shoot them if you want but it's best to just dodge them. Halfway through you will start taking on bots. Watch out for their beams just like you did with the balls. Once you kill these guys the mission will be over.

ACTIVATE ASTRO VIEWER IN HAVEN FOREST

Run straight ahead for the gun. If you've been beaten by the metal head then activate your light shield or just shoot him. Once the metal heads are down, take out the plants. Follow the dots on your map to find the plants. Once you're done, head to the top of the tower.

DESTROY DARK SHIP SHIELD

Kill the metal heads to open the door then punch the

floating orbs to blow it up. Go past the lasers then punch the next set of bombs at the pillars. Jump down the hole and do the same again. When you come to the cement cube, pick it up and put it near the ledges and jump up. Destroy some more pillars with bombs then use them again to take out the orbs. Once you're done head back to the Freedom HQ

BLOW OPEN TOWER DOOR

Do not take your finger off the R1 button for this mission. When you see a metal cylinder, shoot it ASAP as it will blast all the enemies in the area. There is a checkpoint at the pier, so if you're worried about dying too many times then focus on just getting there first rather than worrying about finishing the mission straight up.

DESTROY METAL HEAD TOWER

Make your way to the room with a big hole in the middle. Blast the metal heads then keep following the path until you come to a light eco fountain. Fill up then use your wings to fly to the cliff. Now get ready to take on a bunch of metal heads. Use your strongest weapons here. Take the lift when it appears.

REACH CATACOMBS VIA PALACE RUINS

Look for the beam coming from the top of the wreckage then follow it to the catacombs. Make your way through the catacombs until you find another hole in the ground. Take the steps on the right and charge up your dark eco. Kill the mini metal heads and make your way to the next hole in the ground. Cross the bridge then fly across the gap. Smash the glass to the right then fly down to a stable ledge. Take a right and look for a beam connecting the ledge you're on. Continue flying until you come to the dark plant hole. Shoot it and blow up the cracked grass to continue on. Fly to the next set of ledges and kill some more metal heads. When you get to the cracked rock face use your Dark Bomb to smash it. That wasn't that hard, was it? You're making this look too easy!

BREAK THROUGH PALACE RUINS

Stay clear of the red target that appears on the ground and take down the lightening towers by ramming into them. Then you'll be able to go through the doors. Try to keep moving otherwise you'll constantly take hits.

REACH PRECURSOR CORE

Just keep shooting the red balls and look for the cracks in the floor. If you keep focused then you'll beat this mission in record time.

DESTROY DARK SHIP

Blast the metal heads straight away. Then quickly jump on the platforms as soon as you see them. Take the ice tunnel and then charge up your light eco at the fountain. Shoot down the metal heads before you fly to the platforms on the opposite side. If you're running low on time don't forget your flash freeze power. For the last part of the mission avoid the pieces of bridge coming your way. If you get hit then use the roll jump or the flash freeze to get back on track.

DESTROY FINAL BOSS

Take a left at the first turn to find Errol. Shoot the purple gems on his feet. The easiest way to do this is continually circle around his feet. Look out for green dots on your screen as this means a dark buzz saw is on its way, so avoid it. For the last part, just kill the little metal heads and activate the lift. The next battle will begin with Errol shooting metal heads. Take them out first then shoot the tentacle in front of Errol with the Peacemaker. Dodge his tracker beams and watch out for his laser beams. When he takes a swipe, shoot the red light on the back of his head. Continue using this strategy throughout the battle. During the last part, try and stay in the centre and shoot multiple laser bullets. If you start getting low on health then heal yourself on top of the fountain with the light eco. If you follow this strategy then you'll not only defeat Errol, but Jak 3. Congratulations! 🏆



"Oh, Jak, it turns me on when you act tough like this."
"Shut up, Daxter. I told you, not while I'm working"



WHAT IS RE-PLAY?

This section will breathe new life into your old games. Each month we'll show you amazing things to find or set challenges for you to take up against us. We also welcome input from you. Write in and tell us if you've found something cool that you'd like to share with the other readers. Even if you haven't found anything yourself, write in and tell us what game you'd like to get more out of and we'll do the searching for you. Email us at OPS2@derwenthoward.com.au or send mail to PO Box 1037, Bondi Junction, NSW, 1355.

There's nothing worse than shelling out the big bucks on a game you play for a few weeks before falls behind the VCR. We've been digging around the gamesroom looking for any old gems we can temporarily resurrect for you lot, and your own secrets and challenges have been great so far. Keep them coming people!

Be sure to check out our official challenges too. Record on videotape or photograph your best efforts and send them in to PO Box 1037, Bondi Junction, NSW, 1355, marked "OPS2 Challenges". We'll print the top results in future issues. The two highest scores in both of the official challenges will win the game of the month, so go nuts!



THAT'S COOL!

CHALLENGE!

SO MUCH GAMEPLAY ON SUCH A SMALL DISC

METAL GEAR SOLID 3: SNAKE EATER

We've been slithering through Snake Eater in search of tasty secrets

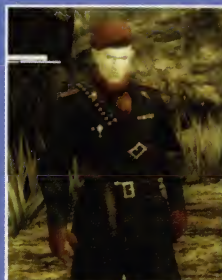
For the past few weeks, James has been so consumed by *Metal Gear Solid 3: Snake Eater* he only leaves the gamesroom for Indian food. We don't know how he's been getting his other work done. Whenever we kick him out he just mutters "Metal Gear" over and over with his best David Hayter impersonation. He's found

a stack of secrets in his marathon sessions. Although it was difficult we managed to persuade him to get back in front of a computer and put a few of them in the magazine. After he was done he ran back to the gamesroom screaming, "Snake. SNAAKE!" Poor Jimmy, he's addicted to playing with the one-eyed Snake...

BACK TO THE FUTURE

THAT'S COOL!

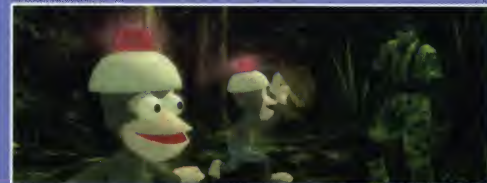
Near the beginning of the game, after the cut-scene where you knock out Revolver Ocelot, shoot him in the noggin while he snoozes. The game will end and Colonel Campbell will go off his nut exclaiming how you've created a time paradox. As Marty McFly would say, "That's heavy, Doc!"



BANANARAMA

THAT'S COOL!

Get the highest record in each of the Snake Vs Monkey mini-game and you'll unlock the secret banana camouflage. Very useful for stowing away in bowls of fruit or blending in at Cof's Harbour.



EXTRA SCENES



Sometimes you can trigger extra scenes by doing something a little differently. Sometimes it's worth trying it out if you want a bit of a laugh.

DOING TIME

When Snake is in prison and the guard throws food at you throw – it back out. If you continue to do this you'll trigger a hidden cut scene.

EVA AFTER

When you escape from prison, don't use cure to take the transmitter out of your back. When you meet Eva behind the waterfall you'll get a funny sequence where Eva does it for you.

DRAW!

When you quick draw against Ocelot, pick the gun on the left and don't actually shoot. You'll get a cutscene where Ocelot talks about why you didn't fire.

ABOVE AND BEYOND

Want a challenge that's harder than a football sock full wet sand? First, procure a copy of *Medal of Honour: Frontline*. Then turn on Perfectionist mode by entering URTHEMAN into the enigma machine. Now see how far you can get through the opening level on medium difficulty before getting your arse shot out from under you. You can't use any other cheats or stay in one spot any longer than 15 seconds. Give 'em hell soldier!



CHALLENGE!



GRAND THEFT AUTO: SAN ANDREAS



UP, UP AND AWAY

Too many people to mention have passed on this little trick to us but it's a great time-waster. As if the two-player mode wasn't fun enough as it is, grab a mate and head to your nearest airport. One of you should jump onto the wing while the other jumps in the cockpit. All you need to do now is take off. Make sure you're tooled up before you leave the ground and your mate might be able to pepper pedestrians with bullets as you zip past. Better yet, find a Hydra and get your mate to ride on the spine with a jetpack. This way, if they fall, he or she will be able to avoid plummeting to an untimely death. The invisible 'rubber band' effect will make getting back on the ground harder than quadratic equations though.



DRIV3R



JUMPING JACK FLASH

Turn on the invincibility cheat using \odot , \odot , \square , \square , \triangle , \triangle and choose 'Take a Ride' in Nice with the 18-Wheeler. Head to the airport and find the underground parking lot. There's a glitch just to the left of the entrance - drive into it, and then drive off the grassy patch and enjoy the results!

VICE SQUAD

In each city, if you look hard enough you'll find 10 hidden characters to for Tanner to liquidate. Each of them is called Timmy Vermicelli. There are no prizes for guessing whom Reflections is having a jab at here (we think Rockstar started it) but if you find and dispatch them all you'll unlock a secret bonus mode for each city.



18-WHEELER ANARCHY MODE

Find all 10 Vermicelli's in Miami and return to the armoury shown as a blue dot on your game map. The mode will activate when you enter. We pretty much think think the name of this mode kind of speaks for itself. It's hell on wheels. 18 of them, actually.

FUGITIVE MODE

Find all 10 Vermicelli's in Nice and return to the armoury shown as a blue dot on your game map. The mode will activate when you enter. All citizens are armed and you're public enemy number one. We haven't seen Tommy Lee Jones yet though...

INFINITE MASS MODE

Find all 10 Vermicelli's in Istanbul and return to the armoury shown as a blue dot on your game map. The mode will activate when you enter. This mode makes your car totally immune to the effects of collisions. This one's great once we're already drunk from Naz's Burnout 3 drinking game.

OFFICIAL CHALLENGE

We know racing games are hotter than Ashley Judd in a lacy pink G-string, and because they're all based on times it's nice and easy for us to set the occasional challenge in. To that end, we've throwing down the gauntlet and asking you to send in your best times for the Bathurst track in V8 Supercars 2. You must do it in a V8 and aim for anything less than 2'02.000. Send in a photo or recording of your kick-arse time and we'll stick 'em on the OPS2 podium and ship a game of the month out the fastest!



WIN! SPLINTER CELL: CHAOS THEORY



We're still feeling the effects of last month's games meltdown so we've been spending a fair bit of time relaxing in the gamesroom. Okay, so we do that every month. Hey, it beats sitting in front of a computer!

Our well-worn copy of *Burnout 3: Takedown* is never far from our PS2 so naturally Naz suggested we pop it in for a little road rage. Finding the office memory card is a little like searching for the lost ark of the covenant sometimes so we had to go ahead without it. Although when that's the hardest decision we had to make all day we don't have much to complain about. Without a game save there were bugger all cars to choose from and only one track, but it was a darn sight better than doing real work so we got stuck in.

With the controller in one hand and a freshly opened beer in the other, Naz called shotgun and went first. Beating Naz at anything to do with *Burnout 3* is nigh on impossible, unless he's really drunk or really tired. Today he was neither (despite he was well on the way to being one of them). Even with the worst cars in the game he clocked up 69 takedowns. He probably could've squeezed out a few more but that's

a number too good to go past. None of us could top it. Paul got close with 51 but a full afternoon of inspecting bikinis at Wollongong the previous day had taken it out of him and tiny lapse of concentration saw him buried under the back of a truck. James scored an embarrassing 17 and Phil chalked up a not-so-hot 32. Phil was actually out of the room when his turn came around, so after a quick vote we decided he scored zero. It's all very democratic, we promise.

After the severe thumping from Naz we quickly decided to change the game when he went to the fridge. James found *Need for Speed: Underground* under the cushion of the lounge he was sitting on so we cut our losses and chucked it in. Lacking the patience to customise a car and knowing five blokes would never agree on anything anyhow, we took a stock Mazda RX-7 out for a quick drag race. We were all a little rusty so it took a few practice runs to get our perfect shifts down pat. James got a little too familiar with the totalled screen and Phil had a small run in with a rather large freight train, but we eventually scaped together a few reasonable times. Luke was sitting pretty on 31.22 seconds until Naz clocked an unbeatable 30.83. Bastard.

OFFICIAL READER CHALLENGE

Sam Robinson from New Zealand sent in this challenge from *GTA: SA*, the game that just keeps on giving. He's obviously better at gaming than photography (just kidding Sam) but he's set a pretty amazing maximum insane jump rotation of 1757 degrees. Sam tells us he set it on a BMX. Can you do better? If you can, send in a picture of the record on your stats screen and the top five will be printed in this section in the coming months.



JUST DO IT!

Using the method of linking multiple tow trucks together we showed you last month, try to get as many of them as possible up to the top of Mount Chilliad. It's not easy; believe us. We've already gone through two control pads trying it out!



PACIFIST

It's actually possible to beat Tom Clancy's *Splinter Cell* with just one, solitary kill. Nikoladze is the only character you need to liquidate, but not even resident stealth expert James has pulled this off yet. Plenty of distractions and non-lethal attacks are what you'll need to sneak through without a body-count bigger than Liberia's foreign deficit. Darkness will be your friend so create as much of it as possible! Give us a shout if you've managed it!



READER CHALLENGES

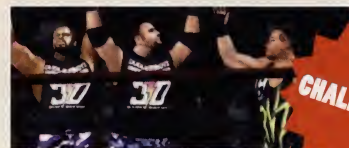
"Me and my bro invented a cool game on *V8 Supercar Race Driver*. It's called "Flip the Mini". You and another player choose a fast car and make your opposition Minis as they're the only cars light enough to flip. Make sure you choose a circular track (Charlotte is the best) so you can gain heaps of speed and collide with them. The first player to flip a mini and make it stay upside down wins."

Poster boy - OPS2 forum



"In *WWE Smackdown: Here Comes The Pain* do a one on three handicap match using Smackdown! difficulty. Use Undertaker and face Bubba Ray Dudley, D-Von Dudley and Steve Austin."

Undertaker_The_Man - OPS2 forum



"In *GTA: SA* get an AT-400 and fly under the Gant Bridge! Or get a Stuntplane and fly through the holes in the Gant Bridge!"

ProJ3kt_ZeRo - OPS2 forum



"Defeat 30 people on *Tekken 4* in survival! Lets see you guys try and beat that!"

Koza - OPS2 forum



HOT FOR

F1

RACING



100% FORMULA ONE
Get it every month

FULL MELBOURNE REPORT + WIN BELGIAN GP TICKETS!

The cover of F1 RACING magazine. At the top, the 'F1 RACING' logo is prominent. Below it, the main headline reads 'FIGHT CLUB!' in large, bold, yellow letters. Underneath this, the names 'FISICHELLA & ALONSO' are printed. The central image shows two drivers, Michael Schumacher and Fernando Alonso, in their racing suits, looking towards the camera. To the right of the main image, there is a smaller inset showing a blue race car. Text on the cover includes: 'IS THIS THE SEXIEST CAR ON THE GRID? Check out p58', 'MATES, RIVALS - AND FERRARI'S BIGGEST THREAT...', 'SCULPTOR OF F1: I HAVE TO LIE SOMETIMES', 'BARRIS: TELL ME HOW IT WON'T - THE ROAD TO F1 RACING', '\$3 BILLION The real cost of F1 - see p40', 'JENSEN TARGET: JENSEN WARNS RIVALS: I'LL PUSH HARD TO WIN' Interview on p64, and a barcode at the bottom right.

CODE-U-LIKE

Need to cheat your way to victory on a certain game? Here are the codes you should use.

GOLDENEYE: ROGUE AGENT

(SLES 52974)

Enter these codes on the extras screen.

Paintball Mode

→, ←, →, ←, ↓, ↓, ↑, ↑

Unlock all single and multi-player levels

↓, →, ↓, →, ↑, ↓, ↑, ←

Unlock all skins in multi-player

↓, ←, ↑, ←, →, ↓, ←, ↑

Enter this code when the game is paused

Full health and armour

Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

SIMPSONS: HIT AND RUN

(SLES 51897)

Go to the options menu, hold Ⓢ+Ⓢ and type the following:

All cars unlocked

Ⓢ, Ⓢ, Ⓢ, Ⓢ

Alternate audio during credits

Ⓢ, Ⓢ, Ⓢ, Ⓢ

Alternate views

Ⓢ, Ⓢ, Ⓢ, Ⓢ

Blow up cars on impact

Ⓢ, Ⓢ, Ⓢ, Ⓢ



Car is invincible

Ⓢ, Ⓢ, Ⓢ, Ⓢ

Drunk driving

Ⓢ, Ⓢ, Ⓢ, Ⓢ

Grid mode

Ⓢ, Ⓢ, Ⓢ, Ⓢ

Night mode

Ⓢ, Ⓢ, Ⓢ, Ⓢ

No top speed

Ⓢ, Ⓢ, Ⓢ, Ⓢ

Press L3 to make car jump

Ⓢ, Ⓢ, Ⓢ, Ⓢ

Speedometer

Ⓢ, Ⓢ, Ⓢ, Ⓢ

Turn rocket car into red brick car

Ⓢ, Ⓢ, Ⓢ, Ⓢ

Very fast cars

Ⓢ, Ⓢ, Ⓢ, Ⓢ

SCALER

(SLES 52917)

To enter these codes pause the game and select AUDIO. A message will appear when successfully entered:

Get 200,000 Klokies

Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ



Unlimited electric bombs

Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

NHL 2K5

(SLES 52966)

Unlock everything in skybox
Make a new profile with the name
LuvLeafs

MADDEN NFL 2005

(SLES 52581)

To enter these codes, go to My Madden at the menu, select My Madden, then go to Madden Codes. Enter the case-sensitive code to unlock the corresponding

Bingo!

Defensive Interceptions Increase by 75%
for game: J33I8F

Da Bomb

Unlimited pass range: B61A8M

Da Boot

Unlimited field goal range: I76X3T



Extra Credit

Awards points for Interceptions and sacks:
M89S8G

First and Fifteen

Your opponent must get 15 yards to get a
1st down: V65J8P

First and Five

1st down yards are set to 5: O72E9B

Fumbilitis

Opponents fumbles increase by 75% for
game: R14B8Z

Human Plow

Break tackle increases by 75% for game:
L96J7P

Lame Duck

Opponent will throw lob passes: D57R5S

Mistake Free

Can't fumble or throw Interceptions :
X78P9Z

Mr. Mobility

Your QB can't get sacked: Y59R8R

Super Dive

Diving distance increases by 75%: D59K3Y



Tight Fit

Opponents uprights will be narrow:
V34L6D

Unforced Errors

Opponent fumble ball when he jukes:
L48G1E

3rd Down

Opponent only get 3 downs to get a 1st:
Z28X8K

5th Down

Get 5 downs to get a 1st Down: P66C4L

Da Bomb

Unlimited pass range: B61A8M

THE PUNISHER

(SLES 53047)

To unlock everything except upgrades
create a profile called V PIRATE

PlayStation POWERLINE

ULTIMATE GAMES HOTLINE
1902 262 662

CALLS TO THIS SERVICE ARE \$2.48
PER MINUTE (INC GST). CALLS
FROM MOBILE OR PUBLIC PHONES
CHARGED AT A HIGHER RATE.

LIVE OPERATORS ARE AVAILABLE
9AM TO 6PM, MONDAY TO FRIDAY.

PRE-RECORDED CHEATS
INFORMATION IS AVAILABLE 24
HOURS A DAY, SEVEN DAYS A WEEK.

HINTS & TIPS (AUSTRALIA ONLY)

LIVE OPERATOR

PRESS 1

PRE-RECORDED CHEATS

PRESS 2

PLAYSTATION SUPPORT CENTRE AUSTRALIA

1300 365 911

Email: support@playstation.com.au
Fax: (02) 9450 9011

Calls charged at local call rates.
Opening hours: Mon to Fri 8am-
10pm, Sat & Sun 10am-6pm AEST
(Calls to the PlayStation Support
Centre are charged at the cost of
a local call)

PLAYSTATION SUPPORT CENTRE NEW ZEALAND

09 415 2447

Email: support@nz.playstation.com

Customer Service & Technical
Support Opening hours: Mon to Fri
9am-5pm

Network Gaming Support: Mon to
Fri 10am-midnight, Sat & Sun
12pm-8pm

(Calls to the PlayStation Support
Centre are charged at the cost of
a local call)



MTV screen Magazine Reader Brain analysis

Musical Lobe

Used to identify and appreciate the coolest tunes and performers from every corner of the music world

Movie Lobe

Controls excitement levels during intense thrillers and explosive car chases

Fashion Cerebellum

Responsible for ensuring the body is always covered in the funkier, spunkier trends

Junk Stem

An overworked clump of cells that processes an immense amount of essential trivia, mind-warping fun and more than a little silliness

Entertainment Cortex

Soaks up and stores masses of info about entertainment technology, videogames, TV, DVDs and more

Free excitement-packed brain transplant
included with every issue of *MTV screen*
magazine – on sale NOW!



gamestation

Your definitive guide to the ever-expanding library of PlayStation 2 games

So you've just bought a PlayStation 2, and you're immediately confronted by a dauntingly huge line-up of games to choose from at your local gaming store. Now what?

GameStation is OPS2's one-stop guide to getting an idea of what's hot and what's not. As time goes on and new games come out, we drop some of the older games that don't warrant being remembered, replacing them with newer games that score well in the reviews section.

As PlayStation 2 owners we really are spoiled for choice. There is a massive choice of AAA quality games – many of which are bound to fall under your radar. OPS2 is here to make sure that not too many of them manage to slip through your fingers.

If you just want to find the best of the best, look for the games that receive a Bronze, Silver or Gold award. Enjoy your search!

GLOSSARY

Just got your PS2? It's your first console ever and you've bought the best magazine to give the latest and most up-to-date information but don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been around since the Atari 2600 by spelling out the meaning of gaming terms and acronyms in the reviews and previews, here's your 'at a glance' guide to all things PS2 and technical.

Afterburn: An extra kick of power in flight sims.

AI: Artificial Intelligence.

Analogue: Re: Dual Shock 2. Registering degrees of input, as opposed to digital's on/off status.

Boards: Snowboarders or games featuring the alpine sport.

Coin-op: Coin-operated arcade videogames.

Cut-scene: Explanatory, non-playable scene in videogame (also 'FMV').

CPU: Central Processor Unit. Brains of PS2.

Dev kits: Programmable PS2s used by developers.

D-pad: Direction pad on PS2 controller.

Dual Shock controller: Controller for PSone.

Dual Shock 2: Controller designed for PS2 (with analogue).

ECTS: European Computer Trade Show.

E3: Electronic Entertainment Expo (US).

Frame rate: Number of images drawn per second in games. Higher frame rate = smoother animation.

FPS: First-Person Shooter (eg Quake III).

Hack 'n' slash: Refers to game (usually fantasy) featuring blade combat.

High res: High resolution (graphics).

HUD: Head Up Display. Screen furniture such as map, speedometer, etc.

Iconography: Graphical shorthand defining game, genre etc.

Low res: Refers to poor quality graphics.

L3: Pressing down on the PS2 controller's left joystick.

Mini-games: Bonus, playable games found in larger titles.

Polygon: Building block of videogame graphics.

PSone: The precursor to PS2. If you don't know what this is then frankly there's no hope for you.

Real-time: When one second of game time equals one second in the real world.

RPG: Role-playing game.

RTS: Real-time strategy.

R3: Pressing down on the PS2 controller's right joystick.

Sim: Simulation.

Strafe: Move sideways while looking straight.

USB: Port to connect peripherals such as a keyboard to PS2.

**If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here.*

HACK - VOL 1: INFECTION

★ OVERALL 08

An addictive new spin on the RPG genre that takes it into new territory.

007 NIGHTFIRE

★ OVERALL 08

Aside from the occasionally iffy AI, this has enough variety to make a solid single player game, and the multiplayer gives it longevity.

18 WHEELER

OVERALL 06

Brash, chunky and colourful truck racer. Unfortunately it just doesn't offer enough substance to satisfy the hardened gamer.

2002 FIFA WORLD CUP

OVERALL 07

The World Cup version of FIFA 2002 with more pizzazz, nifty effects for star players and a serious challenge at the highest difficulty level, but sadly lacking in game modes.

ACE COMBAT: SQUADRON LEADER

OVERALL 07

Despite being one of the few flight sims on the system, AC:SL offers good bang for buck for flight sim fans – all five of them, anyway.

AFL LIVE PREMIERSHIP EDITION

OVERALL 06

Plays a better game of footy, but it's not a vast improvement over its predecessor.

AGGRESSIVE INLINE

★ OVERALL 08

There's more than enough Inline action to keep you impressed and entertained until the next Tony Hawk says, "Buy me, dude!"

AIRBLADE

★ OVERALL 08

Intricate visuals, sublime handling, massive airs – everything you could want hoverboarding to be. Back to the Future anyone?

ALL-STAR BASEBALL 2002

OVERALL 07

An enjoyable all-round game of baseball with oodles of depth, and surprisingly compelling to watch as well as to play.

AMPLITUDE

★ OVERALL 08

An addictive mixture of reflexes and music timing. Weak graphics but great gameplay.

AQUA AQUA: WETRIX 2.0

OVERALL 07

Addictive, well-realised update of the N64 puzzler Wetrix. Essentially it's Tetris with water. Weird, but worthwhile.

ARC THE LAD: TWILIGHT OF THE SPIRITS

OVERALL 07

It isn't original but Arc the Lad is a welcome addition to the list of next-generation RPGs.

ARMORED CORE 2

OVERALL 07

Infinitely-tweakable first-person mech shooter. Not for the casual gamer after a quick fix, but perfect for those who love their sims.

ARMY MEN AIR ATTACK: BLADE'S REVENGE

OVERALL 02

Very dull helicopter game. Hardly surprising from arguably the worst series of games to grace a console.

ATHENS 2004

OVERALL 06

The perfect multiplayer game for the next month or two. It's not a classic sports game though.

ATV OFFROAD FURY 2

★ OVERALL 08

More of the same, with new tracks, riders, racing modes and plenty of good old fashioned fun.

AUTO MODELLISTA

★ OVERALL 08

The love-child of cel-shaded graphics and Gran Turismo. Despite its cartoony appearance, this is a fairly serious racing game.

BACKYARD WRESTLING: DON'T TRY THIS AT HOME

OVERALL 06

When they titled this brawler Don't Try This At Home – did they mean the game?

BALDUR'S GATE: DARK ALLIANCE II

OVERALL 07

Worthwhile if you're after a hack 'n' slash with D&D style, but the game shows its age worse than Cher.

BEYOND GOOD & EVIL

★ OVERALL 08

Compelling and original. It manages to cross multiple genres and is bizarre, unique and engaging all at once.

YOUR KEY TO SHORTLIST

GOLD

Only for games that scored the elusive 10/10.

SILVER

Awarded to games with a mighty 9/10.

BRONZE

Given to games that scored an impressive 8/10.

GAMING GROWS DOWN UNDER

Aussie developers deserve a good pat on the back



You used to be able to count the number of Australian game developers on one hand. Stuff just didn't get made here unless it was about platform-hopping kangaroos. Thankfully, for both the industry and aspiring Aussie game designers, things have changed over the last few years with a number of developers opening up shop and working on some mainstream titles. Brisbane-based Pandemic is currently hard at work on the kooky Destroy All Humans, a game that, so far, is flaunting A-grade visuals and off-the-wall gameplay. Perception Studios in Sydney is working on Stargate: The Alliance, Krome Studios has just released King Arthur, and after the slick Transformers, Melbourne House is rumoured to be working on a PSP iteration and a PS2 sequel.

BLOODRAYNE

★ OVERALL 08

BloodRayne is an explosion of sex, action and violence. It's not going to tax your mind but it's so much fun you won't care.

BUFFY 2: CHAOS BLEEDS

OVERALL 07

Full of action and adventure, Chaos Bleeds is a worthy addition to the Buffy legacy.

BURNOUT 2: POINT OF IMPACT

★ OVERALL 08

An even more intense racing experience than its predecessor The Fast And The Furious in a video game.

BURNOUT 3: TAKEDOWN

★ OVERALL 10

Expands on everything previously achieved and manages to further innovate. This gem will appeal to more than just car nuts.

CASTLEVANIA: LAMENT OF INNOCENCE

★ OVERALL 09

Better whip and dungeon action than Larry Wachowski's last all-nighter at the Hellfire Club.

CHAMPIONS OF NORRATH

★ OVERALL 08

While it doesn't reinvent the Baldur's Gate wheel, it does refine it so that even RPG haters will be charmed.

CLUB FOOTBALL

★ OVERALL 08

The second best soccer game on PS2. Superior to the FIFA games but PES still gives it a thrashing.

COLIN MCGRAE RALLY 4

★ OVERALL 09

One for experts and newbies alike, Colin 4 is a superior rally sim with a tank full of fun.

COLIN MCGRAE RALLY 2005

★ OVERALL 08

May not look great, but racing-wise it's still brilliant. Won't hold onto its rallying crown for long without an upgrade though.

CONFLICT: DESERT STORM II

★ OVERALL 08

It's not perfect but it improves on its predecessor by a long shot. War may be hell but this certainly isn't.

CONFLICT: VIETNAM

★ OVERALL 08

A quality 'bullet ballet' look at the Vietnam war. No subtlety here, but damn, it's fun.

CRAZY TAXI

★ OVERALL 08

Arcade thrills aplenty in this no-holds-barred city-smashing racer. If you want speed, buy this now.

CRISIS ZONE

OVERALL 07

A solid arcade blaster which is still a recognisable Time Crisis release, with some welcome variation. The strategy and weapon selection system in Time Crisis 3 outweigh the novel features here though.

DANCE UK

OVERALL 07

Great songs (Junior Senior, Sophie Ellis-Bextor, Run DMC), excellent add-ons (non-slip mat, karaoke headset) and great value. Well worth a burl – and it'll get you back in shape!

DANCING STAGE MEGAMIX

OVERALL 07

Top sweaty disco fun, marred by a flimsy selection of songs. All together now – big fish, little fish, cardboard box.

DARK CHRONICLE

★ OVERALL 09

If you've finished FFX and need a new fix, look no further. This is top-tier RPG fare, an essential purchase.

DEF JAM VENDETTA

★ OVERALL 08

Some more options would have made this a true champion, but it's still a worthy contender. SmackDown watch out!

DEF JAM: FIGHT FOR NY

★ OVERALL 08

Quality brawling action with bags of hip-hop style. Hit the streets of New York and bust up some foo's, yo!

DEUS EX

★ OVERALL 09

The thinking man's action shooter and genre-busting game that redefines expectations. Superb.

DEMON STONE

★ OVERALL 08

A good, solid action-packed adventure game that can be pretty much anything the player wants it to be.



DEVIL MAY CRY ★ OVERALL 09
Melding battling with lush surroundings and a superb gothic atmosphere. One of the best PS2 games yet? Definitely.

DEVIL MAY CRY 2 ★ OVERALL 08
Die-hards may cry at the new direction, but there's still enough gorgeous style and firearms in DMC2 to satisfy action junkies.

DISNEY'S EXTREME SKATE ADVENTURE ★ OVERALL 08
Just as fun as any other skater out there, just skewed toward the youngsters.

DJ DECKS & FX: HOUSE EDITION ★ OVERALL 08
Requires a great deal of creativity, patience and coordination, but it's a good starting point for budding DJs.

DRAKENGARD OVERALL 07
An action-RPG featuring dragon-based shooting sections and beat-'em-up swordplay. Repetitive and simplistic gameplay make this little more than a brawler, but it is additively appealing.

DRIV3R ★ OVERALL 09
Fast cars, slick shooting, huge cities and cinematic action make this one of the best action games on PS2.

DYNASTY TACTICS 2 OVERALL 07
Dynasty Tactics 2 is purely one for the more masochistic strategy gurus. You know who you are.

DYNASTY WARRIORS 4: XTREME LEGENDS OVERALL 07
Dynasty Warriors 4: Xtreme Legends is strictly one for the beat-'em-up fans. Just don't call it mindless.

ENDGAME ★ OVERALL 09
Sets a new standard in the lightgun shooter genre: innovative, refreshing and most of all, a tonne of fun.

ENTER THE MATRIX OVERALL 07
Despite a painful lack of depth ETM is an enjoyable package for anyone after another dose of Matrix mayhem.

ESCAPE FROM MONKEY ISLAND ★ OVERALL 08
Adventure that includes smart visuals, witty script and intelligent puzzles.

ESPN NATIONAL HOCKEY NIGHT OVERALL 06
Other hockey sims on the market with better gameplay put this in the sin bin.

ESPN NBA 2K5 ★ OVERALL 08
Plays a ghetto game of B-ball, but isn't for casual dawgs. No online offends us.

ESPN NFL 2K5 ★ OVERALL 09
You cannot find a better NFL game for this price. Madden devotees should seriously consider this. Seriously.

ESPN NHL 2K5 ★ OVERALL 08
We'll be pucked if there's a better NHL game out there for this price – or any price for that matter.

EVERQUEST ONLINE ADVENTURES OVERALL 07
EverQuest Online Adventures offers rewards for the persistent, but it can be a pretty tough slog getting there.

EXTERMINATION OVERALL 07
Alien-inspired survival horror-fest that is set in a deserted Antarctic research base. Positively crawling with cool design innovations.

EXTREME-G 3 ★ OVERALL 08
A neon beast of a future bike racer that requires skill and brains. Takes some 'inspiration' from the Wipeout series.

EYETOY: PLAY ★ OVERALL 08
Forget the fact that it's marketed at casual gamers; give it a try, because when it comes to EyeToy, seeing is believing.

EYETOY: PLAY 2 ★ OVERALL 09
A much wider selection of games than before, this will have everyone you know jumping, crawling, punching and laughing like lunatics!

EYETOY: GROOVE OVERALL 06
Groove is a victim of the diversity of its predecessor. The lack of variety offered by this dancing title undoubtedly narrows its appeal.

FIFA FOOTBALL 2005 ★ OVERALL 08
Flashy, goal-heavy soccer. Still behind PES4, but its official license and online play make it a worthy alternative.

FIGHT NIGHT 2004 ★ OVERALL 08
If Fight Night 2004 were a boxer, it would quite rightly quip, "I am the greatest!"

FINAL FANTASY X ★ OVERALL 09
Nothing else needs to be said about this brilliant RPG. A classic Square adventure with next-gen presentation and production.

FINAL FANTASY X-2 ★ OVERALL 09
FFX-2 is a huge, sprawling RPG adventure that is well worth the attention of even the most casual fan.

FORBIDDEN SIREN ★ OVERALL 08
This game belongs on the shelf of every survival horror buff. Hell – it belongs on every gamer's shelf.

FREEDOM FIGHTERS ★ OVERALL 09
Slight imperfections are swamped by an utterly addictive and clever game experience. You must play this.

FUTURAMA OVERALL 06
With a bit more of polish this could have been shinier than Bender's metal ass.

FUR FIGHTERS ★ OVERALL 08
Cute fluffy creatures armed to the teeth with shotguns blast each other to pieces. The toy cupboard will never look innocent again.

GHOSTHUNTER ★ OVERALL 08
It doesn't quite live up to its [huge] potential but it's original, scary, exciting and well worth a look.

GHOST RECON OVERALL 07
A squad-based first person shooter that suffers from a cumbersome interface for ordering troops about, often degenerating into arcade-style run-and-gun gaming.

GIANTS: CITIZEN KABUTO OVERALL 06
The Reaper might be cool, but loading times hamper this port of a complex PC battle game.

GITAROO MAN ★★ OVERALL 08
If you have a PS2 collection, you should definitely have at least one game like this one in there! Check it out.

GLOBAL TOURING CHALLENGE: AFRICA OVERALL 07
An impressive racer that is further lifted by clever use of interesting locations.

GRAND THEFT AUTO 3 ★ OVERALL 10
Not quite as good as its neon-soaked, '80s prequel but it's still fantastic fun and can now be found for bargain prices.

GRAND THEFT AUTO: VICE CITY ★ OVERALL 10
Better than GTA 3! Cars, crooks, coke, and chaos with total freedom to do what you want. A must have for any gamer, serious or not.

GRAND THEFT AUTO: SAN ANDREAS ★ OVERALL 10
This is without a doubt the best game ever! It's a big call, but it's an even bigger game! You really can't miss out on this one.

GRAN TURISMO 3: A-SPEC ★ OVERALL 09
If you didn't know already, GT3 is the greatest racing game in the world. Speed down to the store and buy it now.

GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA ★ OVERALL 08
A more accessible version of GT3, with concept cars. Perfect for those who just want to race, rather than play mechanic.

GRAN TURISMO 4 ★ OVERALL 10
The most comprehensive and realistic racing simulator ever. Petrol heads would need to be clinically insane to miss it.

GREGORY HORROR SHOW ★ OVERALL 08
A truly ghoulish treat for fans of the survival horror genre who fancy something a little different.

GUILTY GEAR X ★ OVERALL 08
Pushes hard at beat-'em-up boundaries. The start of a new wave of next-gen 2D fighters.

GUNGRAVE OVERALL 06
Bizarre Manga inspired shooting game with gorgeous visuals, but a distinct lack of depth to back up all that eye candy.

GUN GRIFFON BLAZE OVERALL 07
A mech shooter for robot obsessive-types everywhere.

HALF-LIFE ★ OVERALL 09
The award-winning PC first-person shooter/adventure arrives on PS2 in resplendent form. An essential purchase.

TOP 5 GAMES PACKED WITH BACK



1. RUMBLE ROSES

The level of poon tang on display in this game is criminal. Not only do all these ladies seem to enjoy wrestling each other into comprising positions, but they also flaunt mammoth jugs.

2. DEAD OR ALIVE 2

The original PS2 pant buster is still one of the most shamelessly obvious examples of adult themes in games. And the chozzas are tops!

3. BMX XXX

It's a garage custard magazine disguised as a BMX videogame. The girls might be hot, but the lame game ain't.

4. WWE! SMACKDOWN VS RAW

Bra & panties, Trish, Sable, Torrie, and Stacey – nuff said.

5. METAL GEAR SOLID 3

Hail Eva: Queen of jungle cleavage.

HARRY POTTER AND THE PRISONER OF AZKABAN OVERALL 07
Stock standard elements and easy gameplay, but still one of the better examples of this kind of game.

HARRY POTTER: QUIDDITCH WORLD CUP OVERALL 07
Harry Potter: Quidditch World Cup is an entertainingly original title, but lacking in variety and challenge.

HITMAN 2: SILENT ASSASSIN ★ OVERALL 09
A disturbingly realistic take on living the life of a hired killer. Not one for the squeamish, but it contains brilliant gaming.

HITMAN: CONTRACTS ★ OVERALL 08
Patient assassins will be rewarded with creative gameplay, but action junkies might find the pace a bit too slow.

INDIANA JONES & THE EMPEROR'S TOMB OVERALL 07
High adventure 3D platform gaming let down by some unforgivable technical issues.

JAK 3 ★ OVERALL 09
It's more evolutionary than revolutionary, but Jak 3 is a fitting finale. Grab it now and you won't regret it.

JAK II: RENEGADE ★ OVERALL 10
Darker and more challenging than its predecessor, Jak II is the best platform game we've ever seen!

JAK AND DAXTER: THE PRECURSOR LEGACY ★ OVERALL 09
A brilliant platformer from the makers of Crash Bandicoot that introduces two heroes you'll be seeing a lot more of.

JAMES BOND: EVERYTHING OR NOTHING ★ OVERALL 08
Looks and plays just like the films. Maybe a little too Metal Gear Solid-Lite but it's perfect popcorn action.

JUDGE DREDD: DREDD VS DEATH ★ OVERALL 08
A little lightweight but the multiplayer modes and arcade missions keep Dredd out of jail.

JUICED ★ OVERALL 08
There's nothing wrong with Juiced, but with a line-up of better racers available, it's only for the hardcore.

KELLY SLATER'S PRO SURFER ★ OVERALL 08
A bit too similar to Tony Hawk for our liking, but still the best surfing game around.

KILL SWITCH OVERALL 07
As third-person shooters go, it's quite a lot of fun. Just don't go in expecting the next Splinter Cell.

KILLZONE OVERALL 07
Unfortunately not the be-all and end-all we were all hoping it would be, but certainly not bad either.

KINGDOM HEARTS ★ OVERALL 08
A beautifully produced RPG with Disney and Square characters. Don't let the kiddie vibe fool you, this one's very tough.

KLONOA 2: LUNATEA'S VEIL ★ OVERALL 08
Cute and cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid. Fun stuff.

KNOCKOUT KINGS 2001 OVERALL 06
A more-than-competent boxing sim. Not a match for Rocky though.

KYA: DARK LINEAGE OVERALL 07
A well-rounded platforming experience. Missing a few bells and whistles but very respectable fun.

KING OF FIGHTERS 2000/2001 OVERALL 07
Re-live or discover the other half of classic 2D fighting.

LEGACY OF KAIN: DEFIANCE ★ OVERALL 08
Legacy of Kain: Defiance is a fitting new chapter. Huge, bloody and pretty. Get ready to spill some blood.

LEGENDS OF WRESTLING OVERALL 05
'Violent ballet' with a shortage of modes and options. There are much better recreations of Pro wrestling.

LE MANS 24 HOURS ★ OVERALL 08
Accessible for gamers daunted by sim-style vehicle handling, but has depth and thrills.

LORD OF THE RINGS: THE RETURN OF THE KING ★ OVERALL 09
Meaty button-mashing for the masses. Movie-to-game licenses are almost never this good. And it's a two-player game.



MACE GRIFFIN: BOUNTY HUNTER ★ OVERALL 08

A hype-free, classy intermesh of different styles makes for one of the most compelling games of the year.

MADDEN NFL 2005 ★ OVERALL 09

Not just for those who already love padding-up, this is a great game, whatever your tastes.

MAFIA OVERALL 07

Mafia is a slick title that could have been a classic if the driving sections weren't so dull. Close but no cigar.

MANHUNT ★ OVERALL 08

Manhunt is a solid, enjoyable stealth-'em-up with utterly engaging gameplay. Not one for the kiddies, however.

MASHED ★ OVERALL 09

The perfect multiplayer racer, but make sure you've got a MultiTap and three friends!

MAXIMO VS ARMY OF ZIN ★ OVERALL 08

Much more accessible than its prequel, with an even more engaging plot.

MEDAL OF HONOR: RISING SUN ★ OVERALL 09

A game? A movie? MOH is a gruelling experience that packs the best of both worlds.

MERCENARIES ★ OVERALL 08

Impeccably designed, action packed and entirely absorbing. Mercenaries is fun, fun, fun 'til the commies take your C-4 away.

METAL GEAR SOLID 2: SONS OF LIBERTY ★ OVERALL 10

A must-own, state-of-the-art tactical espionage game that's reason enough to buy a PS2. A superbly paced, gripping story.

METAL GEAR SOLID 3: SNAKE EATER ★ OVERALL 10

The ultimate lone-soldier adventure, packed with riveting combat and an eye-poking jungle setting. Acquire immediately.

MICRO MACHINES ★ OVERALL 08

Nothing particularly 'next-gen' about this instalment of the series, but an excellent racing diversion nonetheless.

MIDWAY'S ARCADE TREASURES ★ OVERALL 08

Beer Tapper alone is worth the \$40. Trust us, when this Beer touches your lips it tastes so good! A great retro collection.

MISSION: IMPOSSIBLE - OPERATION SURMA ★ OVERALL 08

Captures the stealthy stuff perfectly but ignores the other MI staples - car chases and hot chicks.

MORTAL KOMBAT: DECEPTION ★ OVERALL 08

Despite some rough edges, this is still a great fighter. Better still, you get all the grit and gore as you'd expect from a MK game!

MOTO GP3 OVERALL 07

A little repetitive and far too similar to the last two games. Still, it's the best motorbike game on the system thus far.

MTX: MOTOTRAX ★ OVERALL 08

Despite a few disappointing features, MTX Mototrax is worth wearing some fluorescent leathers for.

MUPPET PARTY CRUISE OVERALL 07

All your favourite Muppets battling it out in a series of wacky multiplayer mini-games. Despite some problems, Muppet Party Cruise is still great fun to party with and worthy of an all-nighter.

MUSIC 3000 ★ OVERALL 09

A mightily authoritative music title, which works as a fun diversion or a serious tool. Unmissable for wannabe bedroom artists.

MX UNLEASHED ★ OVERALL 08

A must for petrol heads. Motocross games are heading in the right direction with MX Unleashed.

NBA BALLERS ★ OVERALL 08

One-on-one basketball where your style is as important as your skill. A fast-thinking game with surprising depth.

NBA LIVE 2004 ★ OVERALL 08

Noticeably better than 2003, but how much more can EA cram into their sports games?

NBA STREET V3 ★ OVERALL 09

Got a hankering for arcade B-ball? You can't go wrong with this.

NEED FOR SPEED: UNDERGROUND 2 ★ OVERALL 09

Far more appetising than its already impressive big brother. If this doesn't satisfy your need for speed - nothing will.

SILENT HILL GEARING UP

News in on the
Silent Hill flick



I EARN \$\$\$\$\$\$\$\$

In case you hadn't heard, a film based on the *Silent Hill* game series is well into pre-production. While a lot of game-to-movie projects get shelved at some point or another, there are some good signs that *Silent Hill* will go ahead. Firstly it seems Roger Avary (who co-wrote *Pulp Fiction*) has already pumped out the screenplay, while Christophe Gans (director of French action/horror flick *Brotherhood of the Wolf*) is set to direct, with a tentative release date in 2006. But despite the skilled labour, can *Silent Hill* hope to be anything better than a B-grade movie? The basic plot outline runs along the lines of the game, featuring a character who stumbles through a portal into a demon-infested dimension. To gamers this meant suspense, but moviegoers might see it more as schlock. Can the gang can make this premise into a successful flick?

NFL 2K3 ★ OVERALL 09

This is the game to own for anyone into American football thanks to its ultra-realistic graphics and gameplay.

NFL STREET ★ OVERALL 08

Forget street cricket, *NFL Street* is so fun that it'll have kids playing it on the streets, yelling "go long".

NHL 2K3 ★ OVERALL 08

Excellent simulation settings for the die-hard fans, and plenty of arcade thrills for the rest of us.

NHL 2005 ★ OVERALL 08

If it's instantly accessible, detailed ice hockey action you're after, look no further than *NHL 2005*.

NIGHTSHADE OVERALL 07

Another hard and fast does of ninja action. It's perfect for anyone who's followed *Shinobi* from way back when.

ONIMUSHA BLADE WARRIORS OVERALL 06

Decent four-player fighting game featuring Onimusha characters. If you have a multi-tap, or a thirst for demon slaying, this is well worth it.

ONIMUSHA: WARLORDS ★ OVERALL 08

Impressive survival horror that lets the PlayStation 2 run riot. Does suffer from an iffy PAL conversion, though.

ONIMUSHA 3: DEMON SIEGE ★ OVERALL 09

Epic time-travelling samurai adventure starring Jean Reno that's destined to become classic, in anyone's books.

OUTLAW GOLF 2 ★ OVERALL 08

A great golf game, and a fantastic party game. For only \$30, *Outlaw Golf 2* is well worth teeing off with.

PARAPPA THE RAPPER 2 OVERALL 07

Rhythm action game from Japan in which you play a rapping dog. Simple but compelling gameplay. Short life span and only really worth revisiting for nostalgia.

PITFALL: THE LOST EXPEDITION OVERALL 07

It's not going to dethrone any of the current champions in the genre, but it's good chilled-out fun for a while.

PRIDE FC ★ OVERALL 08

The new king of the ring! *Pride FC* is the most realistic fighting simulation available on any system to date. Great stuff!

PRINCE OF PERSIA: SANDS OF TIME ★ OVERALL 09

Prince? More like the King. Ubisoft has crafted one of the greatest PS2 adventure titles yet!

PRINCE OF PERSIA: WARRIOR WITHIN ★ OVERALL 09

With the refinements Ubisoft has made in the gameplay and storyline, this game demands purchase - the best adventure money can buy!

PRO EVOLUTION SOCCER 3 ★ OVERALL 09

If you know who Kewell is you must own this. One of the best soccer, sports and multiplayer games on your PS2.

PRO EVOLUTION SOCCER 4 ★ OVERALL 09

If you enjoy sports games at all, particularly long bouts of multiplayer tomfoolery, this should be the very next game you buy.

PROJECT SNOWBLIND ★ OVERALL 08

Kicks off with a huge bang and never lets up. Hit the Snow - you won't regret it.

PROJECT ZERO II: CRIMSON BUTTERFLY ★ OVERALL 09

Quite possibly the scariest game ever made, and it also plays superbly.

PSI-OPS: THE MINDGATE CONSPIRACY ★ OVERALL 09

Takes the third-person shooter genre, levitates it in the air and makes it spank itself involuntarily.

QUAKE III ★ OVERALL 09

In four-player, this FPS is solid multiplayer fun. A technical tour de force, it runs smoothly and looks absolutely gorgeous.

RAPALA PRO FISHING OVERALL 07

Undoubtedly comprehensive, and sometimes satisfying but it's difficult to recommend a purchase.

RATCHET & CLANK 2: LOCKED AND LOADED ★ OVERALL 09

Everything you could want in a sequel. It plays brilliantly and though it lacks innovation it's still a real charmer.

RATCHET & CLANK 3: UP YOUR ARSENAL ★ OVERALL 09

The single-player game is fantastic, and the online multiplayer mode puts most first-person shooters to shame.

RED DEAD REVOLVER ★ OVERALL 08

The classic western is resurrected with a double-barrelled dose of action and fun.

RED FACTION ★ OVERALL 08

Ace first-person shooter that melds MGS-style tactics and the all-out blasting of the hallowed *Quake III*.

RESIDENT EVIL: OUTBREAK OVERALL 07

Hardcore Res Evil types will love it no matter what. The rest of us will want to know where the rest of the game is.

RETURN TO CASTLE WOLFENSTEIN ★ OVERALL 08

Only the high standards of the FPS competition prevent this from being a truly essential buy.

REZ ★ OVERALL 09

Exploring the relationship between sound and colour this techno shooter provides pure gameplay. Unique, and refreshing.

RICHARD BURNS RALLY OVERALL 07

This is a functional game intent on converting gamers to its serious discipline: the "true" rally experience.

RISE TO HONOUR OVERALL 07

This is as close as you can get to being Jet Li without spending a decade in a Shao Lin temple.

ROBOTECH: BATTLECRY OVERALL 07

A cel-shaded shooter that brings the classic anime to life, but is held back by a decidedly clunky control system.

ROCKY ★ OVERALL 08

The best boxing title available for PS2. Has a great story mode that takes the player through the movies.

ROCKY LEGENDS ★ OVERALL 08

A great boxing sim let down only by a lack of innovation. Get it if you don't already have the first Rocky game.

R-TYPE FINAL OVERALL 07

An old-school shoot-'em-up fan's dream, but inconsistent play won't win legions of new fans. Makes up for being a little short with oodles of challenge and copious amounts of unlockables.

RUGBY 2004 OVERALL 07

Covers the entirety of the sport well but fails to capture the true feel of it.

RUGBY LEAGUE ★ OVERALL 08

An entertaining game which neglected NRL fans can finally enjoy. Long-awaited, but very satisfying!

SAMURAI WARRIORS: XTREME LEGENDS OVERALL 07

A fast-paced, furious upgrade to Samurai Warriors, and a good game in its own right - what's not to like?

SECOND SIGHT ★ OVERALL 09

Stylish, gripping and great fun. A truly rewarding game that's definitely worth looking into.

SEGA SUPERSTARS OVERALL 07

EyeToy-based craziness featuring a number of classic Sega franchises. Not as hot as the EyeToy: Play games, but still good for a laugh.

SHADOW OF ROME ★ OVERALL 08

A superb realisation of bloody arena combat. Some of the maximus fun you can have with a sword.

SILENT HILL 3 ★ OVERALL 09

The nastiest game on PlayStation 2 - we dare you to play it!

SILENT HILL 4: THE ROOM ★ OVERALL 08

Doesn't reinvent itself, but is still truly creepy and manages to combine skull-splitting combat with subtle chills.

SINGSTAR ★ OVERALL 09

Karaoke with an edge. This gem is set to change your lounge room forever.

SINGSTAR PARTY ★ OVERALL 09

Another 30 songs to sing along to, complete with new multiplayer modes. Can be used in conjunction with the first game, too.

SKY ODYSSEY ★ OVERALL 08

A flight sim where you don't have to shoot anything, just complete crazy missions.



SLY 2: BAND OF THIEVES

★ OVERALL 08

Great platforming for all ages. With plenty of substance, this deserves to stand beside *Jok* and *Rotchet & Clonk*.

SMASH COURT TENNIS PRO TOURNAMENT 2

OVERALL 07

Not a bad tennis game by any stretch. Unfortunately we wanted to see a few more aces served up. Tennis fans would be better off going for the superior *Virtuo Tennis 2*.

SMUGGLER'S RUN 2: HOSTILE TERRITORIES

OVERALL 07

Impressively big, fast and frantic, but not much different to its predecessor.

SOCOM II: US NAVY SEALS

★ OVERALL 08

Finally! This is it! The online game we've all been waiting for!

SONIC HEROES

OVERALL 07

Sonic Heroes is a solid platformer that pays homage to its classic routes but the ol' hedgehog has failed to evolve...

SOUL CALIBUR 2

★ OVERALL 10

Finely crafted gameplay, stunning visuals and a high level of polish make *Soul Calibur 2* an essential purchase.

SPIDER-MAN 2

★ OVERALL 09

The best superhero game ever! Lovers of action-adventure or Spider-Man need this now.

SPYRO: A HERO'S TAIL

★ OVERALL 08

A fun platform game with a plethora of mini-games and a bright, well-constructed universe. Flaming good fun!

SSX 3

★ OVERALL 09

Delivers an avalanche of adrenalin rushing action, unlike any other snowboarding title out there.

STAR WARS: BATTLEFRONT

★ OVERALL 08

If you've even got the slightest bit of fondness for *Star Wars*, you'll find yourself lost in the wonder that *Battlefront* provides.

STAR WARS: BOUNTY HUNTER

OVERALL 07

Gorgeous to look at, taking the gamer into the *Star Wars* universe, but is let down by repetitive gameplay.

STAR WARS: CLONE WARS

OVERALL 07

One for the *Star Wars* collectors, and a great battlefield in its own right. Shallow but still worth investigation.

STAR WARS: STARFIGHTER

★ OVERALL 09

Mesmerising 3D *Star Wars* blaster with engaging missions and film-perfect sound effects. Great fun.

STAR WARS: SUPER BOMBAD RACING

OVERALL 05

Banal cartoon kart racer. The Force is weak with this one.

STREET FIGHTER EX3

OVERALL 06

A decent enough 2D/3D fighting game, but is milking the series to death. There are better 2D fighters from the same company.

STREET HOOPS

OVERALL 06

More about collecting fancy duds than having a decent game of basketball, which is why this hoops title misses from the line.

STUNTMAN

★ OVERALL 08

Won't have the wide appeal of the *Driver* games due to its difficulty, but it's an ingenious concept that thrills and entertains.

SUMMER HEAT BEACH VOLLEYBALL

OVERALL 07

The best crack at beach volleyball we've seen, but nothing to really set your gaming soul on fire.

SUMMONER 2

★ OVERALL 08

Follow-up to the RPG launch title. More action orientated than the original, but still an epic adventure for fans of fantasy.

SWORD OF THE SAMURAI

OVERALL 07

Sword of the Samurai is a slow, ponderous, but intelligent game that combines strategy with gore.

TAK 2: THE STAFF OF DREAMS

OVERALL 07

A solid adventure that should appeal to the younger set, but there's little here that hasn't been done before.

TEKKEN TAG TOURNAMENT

★ OVERALL 08

Fantastically playable and graphically spectacular beat-'em-up. The tagging moves make it a worthwhile purchase.

TEKKEN 4

★ OVERALL 09

Continuing the tradition of fighting game excellence. The first *Tekken* game to include free movement.

TENCHU: WRATH OF HEAVEN

★ OVERALL 08

An infusion of ninja style and killer gameplay across nine sumptuous levels. A great return to form for a classic title.

TERMINATOR 3: RISE OF THE MACHINES

OVERALL 06

Like *Arnie*, this game is a likeable dinosaur. Big guns and explosions but last-generation gameplay.

THE GETAWAY

★ OVERALL 09

Sony's answer to *Grand Theft Auto*, with a decidedly darker and nastier storyline. Offers an amazingly life-like replica of London.

THE HULK

OVERALL 07

Not a smash-hit; but not damaged goods either. An enjoyable beat 'em' up, shame about those stealth sections though.

THE PUNISHER

★ OVERALL 08

Bring on the bullets, break out the bodybags and prepare for punishment. Stunning gore-fuelled action awaits.

THE SIMPSONS: HIT & RUN

★ OVERALL 08

Combine the show's best elements with the best of *GTA* and you've got an instant, charming winner.

THE SIMPSONS: ROAD RAGE

OVERALL 06

It's *Crazy Taxi* but with Bart and Homer behind the wheel.

THE SIMS: BUSTIN' OUT

★ OVERALL 08

Bustin' Out is slicker than the last game but without enough gameplay enhancements to make it essential.

THE SUFFERING

★ OVERALL 08

Fans of action and/or horror should definitely NOT miss this one. It's an adventure you won't forget in a hurry.

THE THING

★ OVERALL 08

Not only does it do justice to the classic horror film, but also introduces fear and trust issues to the survival-horror genre.

THE X-FILES: RESIST OR SERVE

OVERALL 07

An impressive adventure which is only let down by weak combat and unimaginative enemies. Doesn't quite have the impact of a meteorite, but will still prove a boon for *X-Files* fans.

THIS IS SOCCER 2004

OVERALL 07

The pros outweigh the cons but the cons are annoying. *TIS* is not as good as *Pro Evo 3*, but it's certainly closing in.

TIGER WOODS PGA TOUR 2005

★ OVERALL 08

The best golf game on PS2, but it's not that much of an improvement on the previous *Tiger Woods* game.

TIME CRISIS 3

★ OVERALL 08

Action-packed arcade bullet-fest with plenty of lure for the casual player. Very similar to *Time Crisis 2* though.

TIMESPLITTERS 2

★ OVERALL 10

Takes the multiplayer from *TimeSplitters* and adds heaps of options. Major visual upgrades, I-Link for 16-player games – the works!

TIMESPLITTERS: FUTURE PERFECT

★ OVERALL 09

More fun than we thought possible. A brilliant game on your own or with a crowd, and the best reason yet to go online!

TOM CLANCY'S GHOST RECON: JUNGLE STORM

★ OVERALL 08

As a budget-priced tactical shooter, *Jungle Storm* is an absolute bargain. Spend the savings on face paint.

TOM CLANCY'S RAINBOW SIX 3

OVERALL 07

It falls short of being brilliant. If only it had gone that extra mile. Fingers crossed for next time.

TOM CLANCY'S SPLINTER CELL

★ OVERALL 10

Move over *Snake*, Sam's the new special agent in town! *Splinter Cell* is an innovative game with some very cool touches.

TOM C'S SPLINTER CELL: PANDORA TOMORROW

★ OVERALL 09

Eight new missions, superb multiplayer and some extra features make *Pandora Tomorrow* a brilliant package.

TOMB RAIDER: THE ANGEL OF DARKNESS

★ OVERALL 08

A little on the slow side but there's no doubting *Lara's* appeal. The original superstar is back!

TONY HAWK'S UNDERGROUND

★ OVERALL 09

Neversoft has turned the *Hawk* series into a *Vice City*-style adventure. And they've lost none of the charm doing it.

TRANSFORMERS

★ OVERALL 08

Intense battles, giant bosses, sweet graphics and over-the-top action! A superb fix for the shooter addicts.

TRUE CRIME: STREETS OF LA

★ OVERALL 08

A solid shooter that takes *GTA's* ideas and improves many of them, but loses something along the way.

TUROK: EVOLUTION

OVERALL 06

Boasts a wicked line-up of weapons and a variety of gaming styles, but suffers from crappy AI and frame rate issues.

TWISTED METAL: BLACK

★ OVERALL 08

This is everything that you'd expect a *Twisted Metal* game to be on PS2 – and then some.

UEFA EURO 2004

★ OVERALL 08

There are a lot of standout elements here, but the core game is yet to catch up to *FIFA* or *Pro Evolution Soccer 3*.

UNREAL TOURNAMENT

★ OVERALL 08

Totally over-the-top first-person shooter. Makes for a nice alternative to *Quake III*, but is totally outclassed by *TimeSplitters 2*.

V-RALLY 3

★ OVERALL 08

Not as instantly playable as *WRC II Extreme* or *Colin McRae Rally 3* but effort pays off with some very satisfying racing.

V8 SUPERCAR RACE DRIVER

★ OVERALL 09

Real damage. Real V8s. Real Aussie tracks. Real fun. The best racing game seen so far on the PlayStation 2!

V8 SUPERCARS 2

★ OVERALL 09

The driving physics are some of the best we've seen. A must-have for fans of real V8 events and racing sims alike.

VIEWTIFUL JOE

★ OVERALL 08

Old-school gaming meets new-school technology in a super-stylish world. This one's a real viewty!

VIEWTIFUL JOE 2

OVERALL 07

If you've played the original, you know what to expect.

VIRTUA FIGHTER 4 EVOLUTION

★ OVERALL 08

Packed with things to do, *VF4* still lacks the outright fun that makes *Soul Calibur* a game for everyone.

VIRTUA TENNIS 2

★ OVERALL 08

Far and away the best Tennis simulation to grace the PS2. The World Circuit mode provides an awesome long-term challenge.

WAKEBOARDING UNLEASHED

★ OVERALL 08

It may be a little wet behind the ears but *Unleashed* has just as many thrills as its extreme brothers.

WAY OF THE SAMURAI 2

★ OVERALL 08

10 days in the life of a samurai – the multiple endings are interesting and the combat is unlike any we've seen before.

WIPEOUT FUSION

★ OVERALL 09

Style and substance are here in the most fully realised *Wipeout* yet. This future racer is as smart and extreme as it gets.

WORLD CHAMPIONSHIP RUGBY

★ OVERALL 08

A hard-hitting game that encapsulates everything about the sport. The best Union title available at the moment.

WORMS FORTS: UNDER SIEGE

★ OVERALL 08

Doesn't have the simple charm of earlier games from the series, but the extra gameplay depth makes up for it.

WRC 3

★ OVERALL 09

An improvement over its esteemed predecessor, *WRC 3* races neck and neck with *McRoe 04* for rally glory.

WRC 4

★ OVERALL 08

Slightly more realistic than before, but still a whole lot of fun. The one to go for if serious simulations aren't your thing.

WWE SMACKDOWN! VS RAW

★ OVERALL 09

The best there is, the best there was, and the best there ever shall be... until the next *SmackDown!*

XIII

★ OVERALL 09

XIII takes the creaky old FPS and adds fresh style to make it a very worthy purchase.

X-MEN 2: WOLVERINE'S REVENGE

★ OVERALL 08

A quality action adventure that blends stealth with hand-to-hand combat. Only a few irritations deny it a higher score.

X-MEN: LEGENDS

★ OVERALL 08

A fantastic action-packed RPG-style adventure with brains, which can be enjoyed with or without your mutant pals.

TOP 5 ODDBALL GAMES YOU'LL NEVER PLAY

1. REZ

This drug-spunked musical shooter is the zenith of suave. Guide a polygon man through hives of techno wire, shooting all to create a kickin' beat.

2. GITAROO MAN

Become a guitar-toting superhero taking out hordes of weird aliens. Kewl.

3. PARAPPA 2

The rapping ghetto dawg returns for another ravishing rave of rhythmic, rhyming.

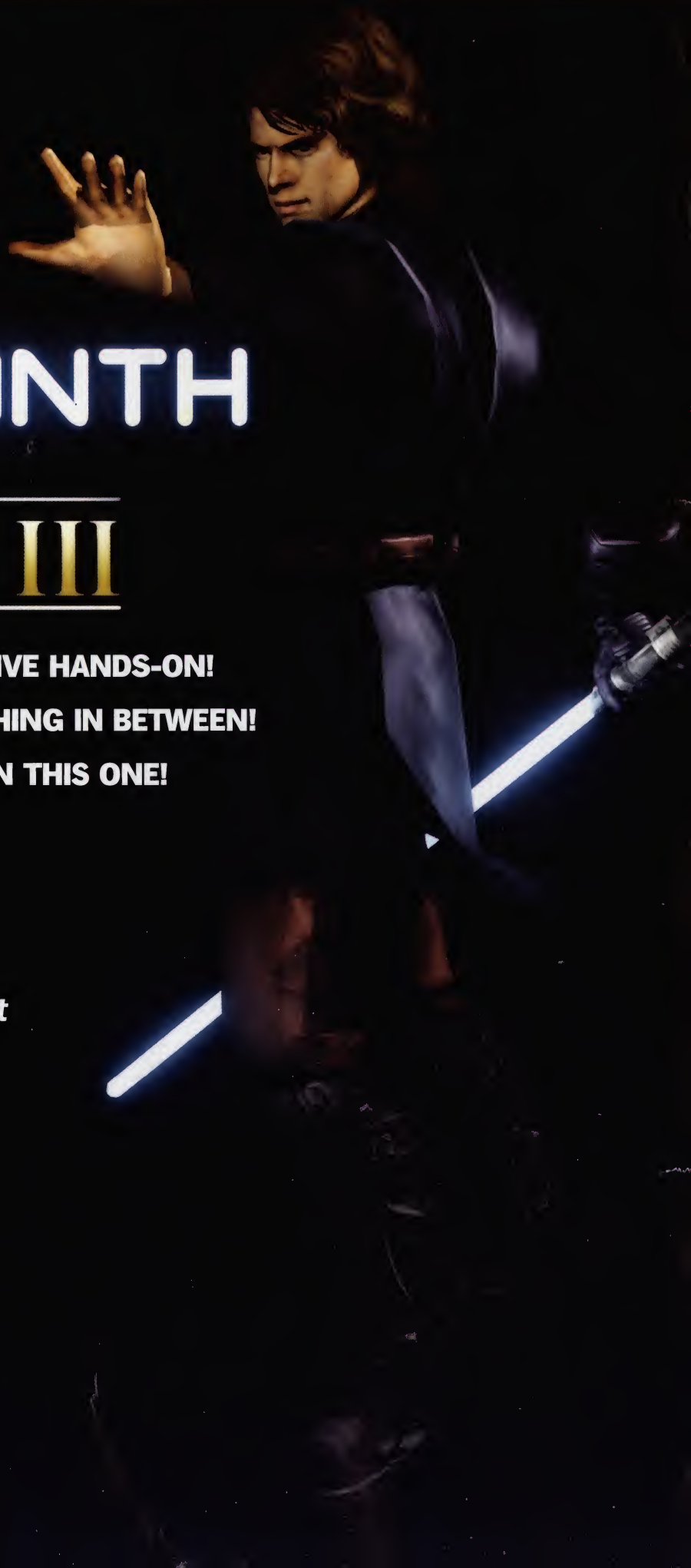
4. AMPLITUDE

More music timing action at the expense of lustful visuals. Play it with the volume up.

5. AQUA AQUA: WETRIX 2.0

Get ready for a lot of "why are you playing this game?"

Next month



NEXT MONTH

STAR WARS

EPISODE III

- WE BRING YOU THE WORLD-EXCLUSIVE HANDS-ON!
- THE GAME, THE MOVIE AND EVERYTHING IN BETWEEN!
- THE FORCE WILL BE VERY STRONG IN THIS ONE!

PLUS!

- Playable demos of *Rugby 2005*, *Fight Night 2*, *Juiced* and many more!
- Exclusive hands-on with *Tekken 5*!
- PSP Play-test!

MAY ISSUE

ON SALE 20 APRIL

WITH A FREE PLAYABLE DEMO DISC!

LADIES AND GENTLEMEN WELCOME TO HELL

"AN UTTERLY UNAPOLOGETIC SLICE
OF RAW GAMEPLAY"
OFFICIAL PLAYSTATION 2 MAGAZINE

"DEVILISHLY STYLISH,
THE ENVY OF MANY...
DANTE'S BACK"

GAMES TM



DEVIL MAY CRY 3

DANTE'S AWAKENING

THQ

CAPCOM DMC3.CO.UK

PlayStation 2

MA15+
MEDIUM LEVEL
ANIMATED VIOLENCE
HORROR THEMES

KONAMI

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 3
SNAKE EATER

OUT NOW!



MISSION:

SURVIVE

METAL GEAR SOLID 3
SNAKE EATER

"If you only play one game this year
it has to be Metal Gear Solid 3!"

Official Playstation 2 Magazine 10/10

MA15+
MEDIUM LEVEL
ANIMATED VIOLENCE

PROUDLY DISTRIBUTED BY

ATARI

★ 1964

"KONAMI" is a registered trademark of KONAMI CORPORATION.

"A" and "PLAYSTATION" are registered trademarks of SONY COMPUTER ENTERTAINMENT INC. All rights reserved.

3! MGS3 SNAKE EATER

METAL GEAR SOLID 3 SNAKE EATER is a registered trademark of KONAMI CORPORATION. ©1997-2004 KONAMI CORPORATION ENTERTAINMENT JAPAN.

www.konami-europe.com/ps
www.metalgearsolid.com

PlayStation 2

WWW.ATARI.COM.AU

